OXM 45

REVIEWS: HALO 2 MULTIPLAYER MAP PACK, BATMAN BEGINS, WORMS 4: MAYHEM, BRIAN LARA INTERNATIONAL CRICKET

GUIDE: CONKER: LIVE AND RELOADED

Official XBOX Magazine

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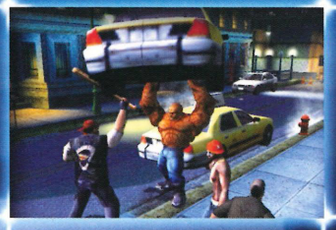

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Armageddon!

THANK GOD FOR big brass-plated balls of steel. Where would we be without them? It's about time someone took all those stealth bits out of first-person shooters and replaced them with massive guns and huge explosions. Welcome to *Black*, the shooter from the makers of *Burnout* that will send a shockwave through the FPS genre as big as the kick up the arse *Burnout* gave the racing game. It's loud, it's in your face, it's extremely playable, and most importantly it's LOADS OF FUN! Our world-exclusive hands-on preview begins on page 046.

A break from the norm is also on the cards for the fourth *Conflict* title. Publisher SCi is making a lot of noise about *Conflict: Global Terror*'s debut on Xbox Live. Turn to page 056 and find out why the new *Conflict* game demands you have Xbox Live...

If you're after some fresh *Halo 2* action, we've got the first review of the Multiplayer Map Pack on page 084. Catch up on all the latest Xbox 360 games in our dedicated section, starting on page 063. And I suggest you fire up *The Incredible Hulk: Ultimate Destruction* demo RIGHT NOW!

Our exclusive playable disc is again host to official downloadable content. If you're unable to subscribe to Xbox Live and are worried about missing out on new levels, don't be; we'll cram as much new content on our disc as possible. That's the kind of value you can't get anywhere else.

Enjoy the issue,

GAVIN OGDEN
EDITOR, *OFFICIAL XBOX MAGAZINE*

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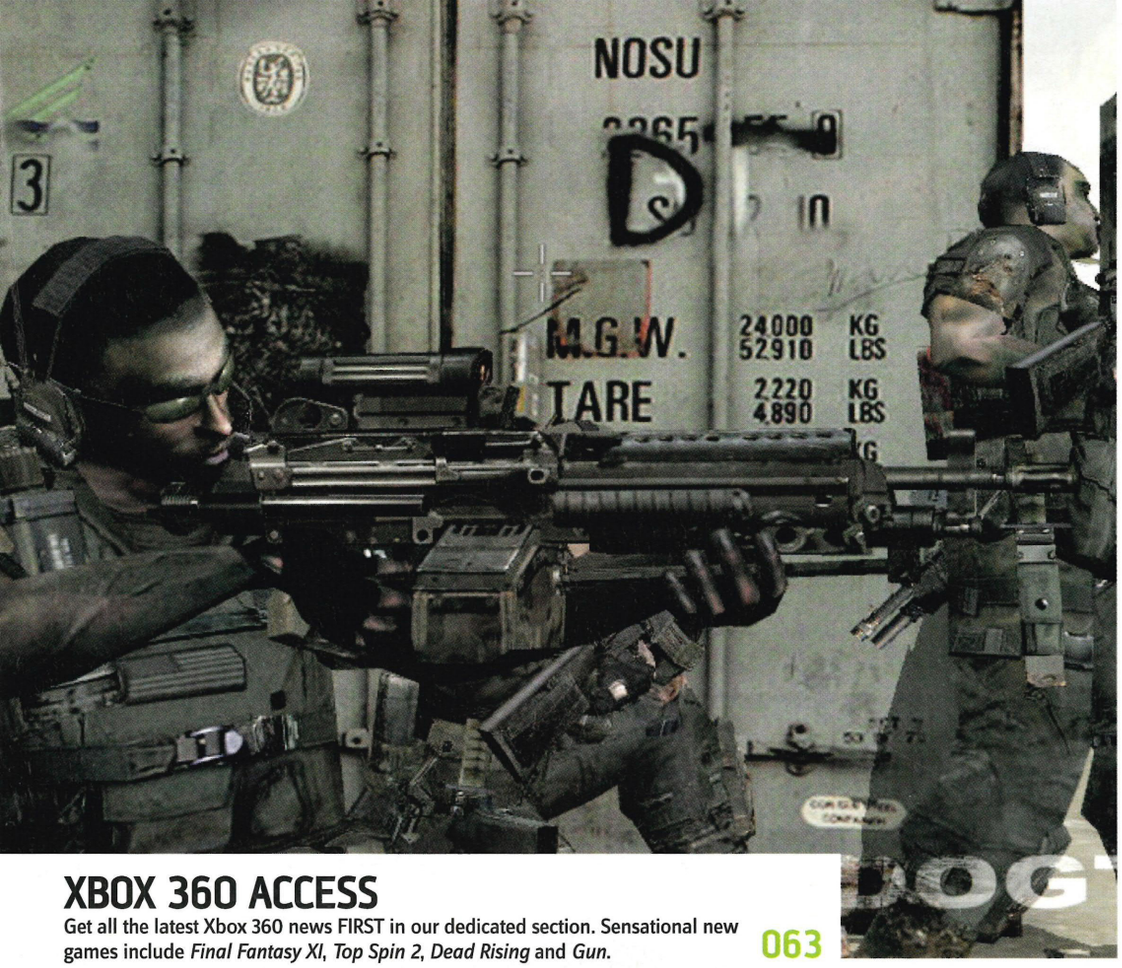

XBOX 360 ACCESS

Get all the latest Xbox 360 news FIRST in our dedicated section. Sensational new games include *Final Fantasy XI*, *Top Spin 2*, *Dead Rising* and *Gun*.

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BLACK

From the people who brought you *Burnout* comes a genre-redefining shooter. Quit possibly the loudest, most explosive and utterly brilliant FPS ever.

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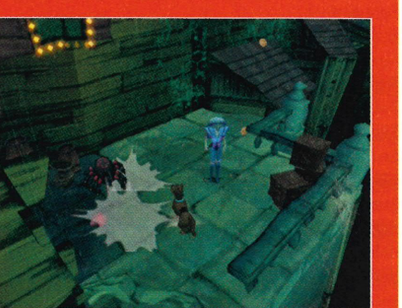

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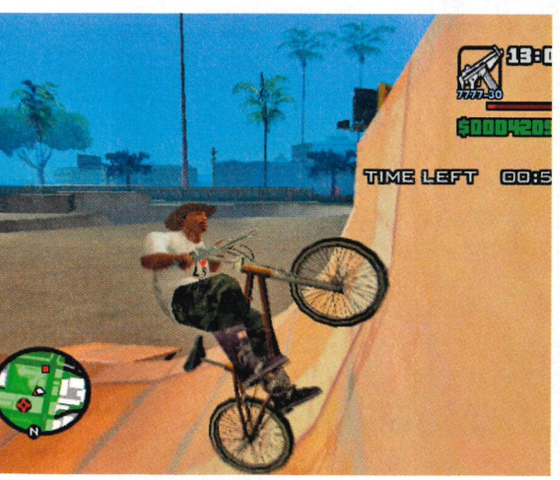

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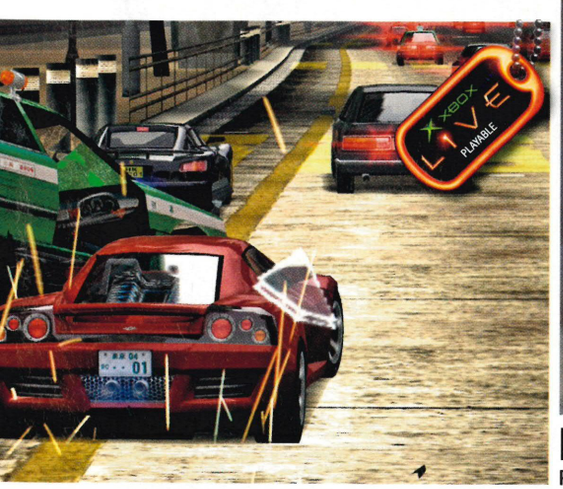

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PRINCE OF PERSIA KINDRED BLADES

Prince is back in the third and final part of the awesome adventure series. Bigger, better, bloodier... this is going to rock.

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X marks the spot.

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↑ The wide range of weapons at your disposal are massively destructive.

Ghost Recon 2: Summit Strike

The definitive mission pack. Or summit like that

Dev: Red Storm	Pub: Ubisoft
Release: August 2005	Live: 2-16 players
Players: 1-4 Split	Players: 2-16 S.Link

IF THE original *Ghost Recon 2* (Issue 36, 7.4) was a slight crease in the normally pristine uniform of the *Ghost Recon* series, then *Summit Strike* looks set to give the franchise a kick up the arse like a psycho Drill Sergeant. The game is touted as a standalone mission disc (not bad for £20), but is an accomplished title in its own right.

Another international crisis occupies the single-player mode – the Kazakh president has been offed by a greedy local warlord, and once again it's down to the Ghosts to restore order. This is really just an excuse for sneaking through mountainous forest and urban environments over 11 typically hard missions, blowing the crap out of anything that moves. But it's not an all-out blast-fest – as before, you need tactical savvy to manoeuvre your squad through each task, again using the new and improved squad command system.

A staggering 24 multiplayer modes are available, playable over an impressive 24 maps, some covering new ground, some retreading the same turf as *GR2*. The developer has again given a huge amount of consideration to offline multiplayer, and System Link again allows 16 players to fight it out over Squad, Team or Solo games – variants on the familiar Firefight, Domination and Recon modes. Assassination involves your squad taking out/defending a VIP, and the co-op Garrison mode is a truly epic battle to defend your base for 30 minutes from a relentless onslaught of enemies. Lone Wolf is back too, though the expansive terrain makes this one for the suicidal/hardened battle vet.

Two of the more fun additions are Heli Hunt, a David vs Goliath battle where your Ghosts down waves of choppers with a tasty shoulder-mounted rocket launcher, and a new multiplayer mode called Armour Strike, where the tantalising prospect of destroying more enemy vehicles than the opposition with your fearsome air support should get the Live servers rocking. To battle your way through these are an additional 15 weapons like the Special Forces Assault Rifle, a compromise between an accurate rifle and a heavy machine gun.

Much like *Island Thunder* (Issue 21, 8.5) did for the first *Ghost Recon*, *Summit Strike* looks set to issue a fresh set of boots and rations to the battle-weary *GR2*. This mission disc drops a whole supply crate full of single and multiplayer goodness, all for £20. Check out the full review next issue.

↑ Delta Force didn't have this much trouble securing the perimeter.

↑ Single-player firefights are tense affairs.

↑ Order your squad to form defensive positions around your base in 'Garrison'.

Bonus info

SUITS YOU SIR

Once you've created a profile you can decide on the appearance of your soldier. A whole wardrobe full of character skins, including all variations of enemy uniforms from the original, plus Snow camo and international specialist garb are now in your locker. However, because Kazakhstan isn't exactly your average exotic holiday destination, *Summit Strike* showcases some of its more extreme weather conditions, such as snow blizzards and sandstorms. As a result, players are often kitted out in the standard kit for certain missions, which is an improvement on the drab greens of *GR2*.

↑ The single-player campaign still involves objective-based missions, where you laser-spot targets and call in air support.

↑ Anorexic enemies will take any cover...

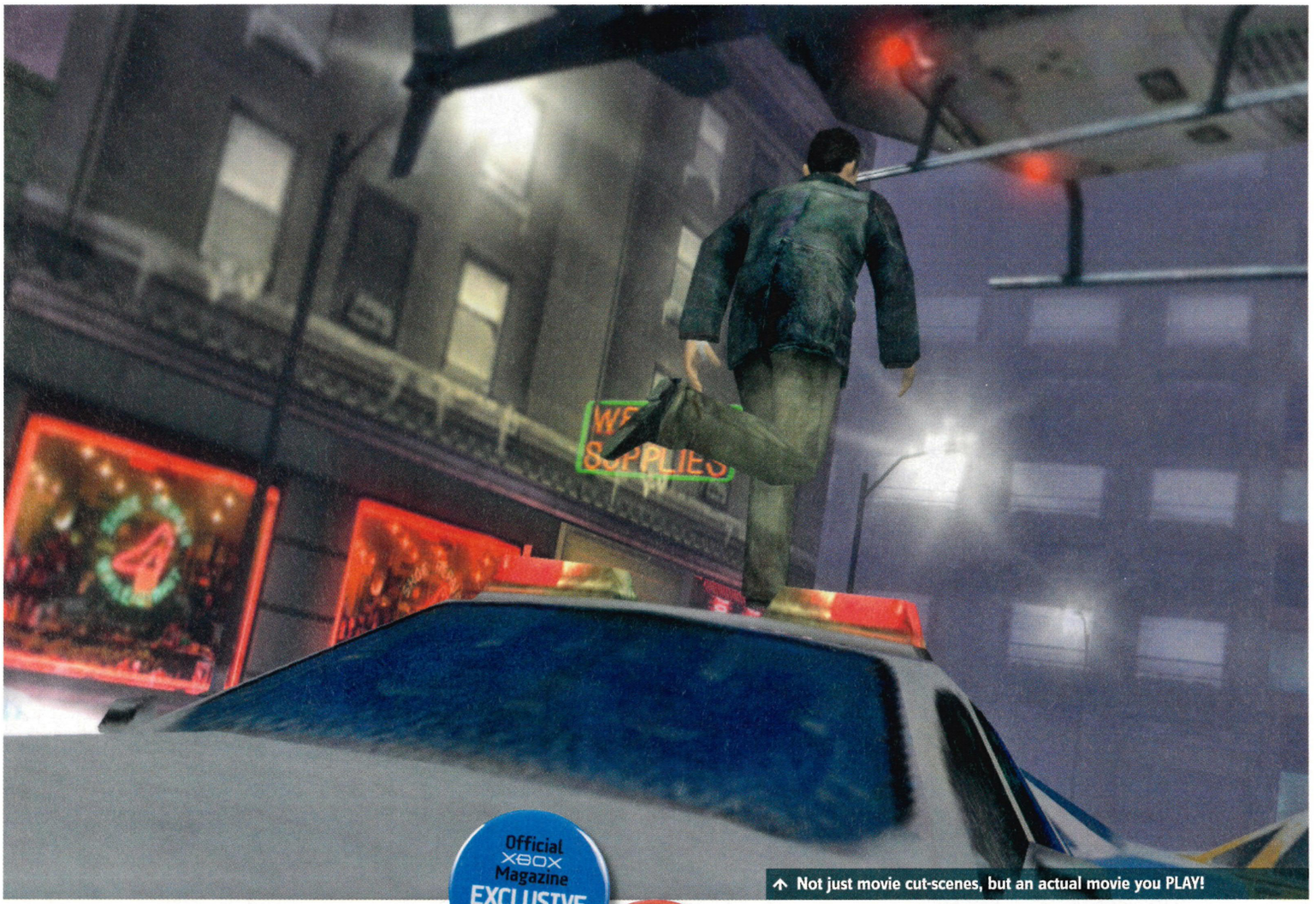
Death From Below

HELI HUNT is one of those games that's staggeringly simple yet punishingly tough. You're stranded alone, with waves of advancing choppers attacking your position. You're forced to scramble between cover and ammo points, taking snap shots with your rocket launcher. There's no easy auto lock or heat-seeking functionality here, so keep on your toes.

↑ Downing these choppers feels great!

↑ Check out the all-new climates. Harsh!

↑ Squad tactics are more vital than ever.



↑ Not just movie cut-scenes, but an actual movie you PLAY!

Official Xbox Magazine EXCLUSIVE SCREENS

Official Xbox Magazine PLAYED IT

Fahrenheit

About as grown up as videogaming gets

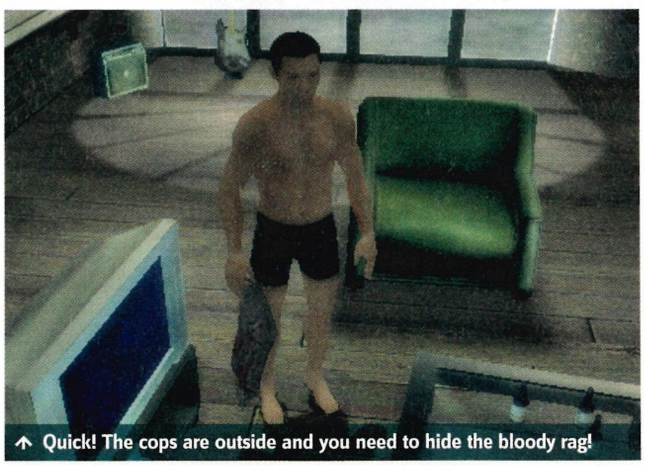
Dev: Quantic Dreams	Pub: Atari
Release: Sept 05	Live: None
Players: 1	

IT'S BEEN A long, rocky road for *Fahrenheit*. Four years in development and already on its second publisher (having finally settled with Atari, by way of Vivendi), it's fair to say it hasn't had the smoothest transition from clever concept into fully realised videogame, but in this case the wait has most definitely been worth it. Because not only has it morphed into one of the most compelling, mature titles you'll ever find on Xbox, let alone any console, this could actually be the Holy Grail gamers have been waiting for since the birth of *Space Invaders*. Not just a game, *Fahrenheit* could very well be the first truly interactive movie.

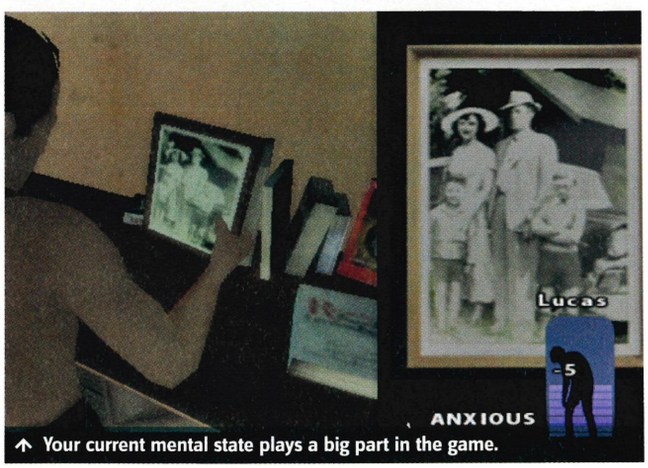
Sure, you've heard that one before. Plenty of games offer cinema-style storylines and cut-scenes, but any sense of taking part in a movie collapses the moment the game reverts back to its core gameplay mechanics, be that first-person shooter or third-person action adventure. *Fahrenheit* is different. Not only does it boast a deep, multi-faceted plot that wouldn't look out of place in the next Dan Brown potboiler (murder, mystery and an ancient Mayan cult are all thrown into the mix), but it features such a clever, intuitive interface that it really is impossible to differentiate the cut-scenes from the actual gameplay.

Okay, so you'd be right in thinking this is basically an advance on the old PC graphic adventure genre at heart, but *Fahrenheit* isn't just a PC game with a joypad interface tacked onto the front. Instead, everything you do is performed by moving the analogue sticks in certain ways at specific points in the environment. Opening a door might involve pulling back or forwards on the stick for instance. It sounds simple, but it feels so natural you're not even aware you're doing it.

Throw in masses of time-sensitive puzzles, branching storylines, the best use of 24-style split screen effects we've ever seen, great voice work, snappy dialogue, multiple characters that can be switched between in an instant and you've got one of the most interesting games you'll ever play. It's unique, novel, clever, grown up, different and very, very exciting. Let's hope Quantic Dreams can hold it all together between now and September.



↑ Quick! The cops are outside and you need to hide the bloody rag!

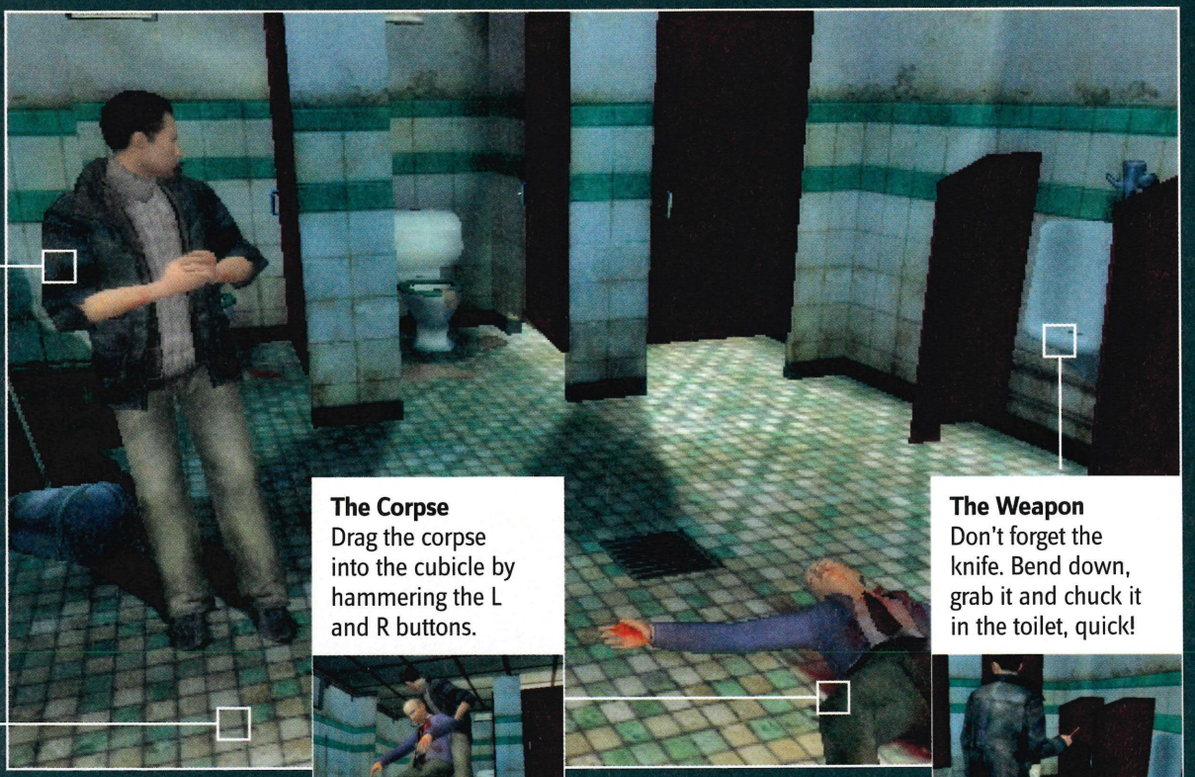


↑ Your current mental state plays a big part in the game.

IT'S MOIDER Ditching corpses and cleaning up blood: New York rocks!

The start of the game sees you murdering someone while in a trance. Why? That's a secret for now. Time to shift the evidence quickly before the cop outside comes in for a leak.

The Blood
A quick flick of the analogue stick lets you turn on the taps to wash off the gore.

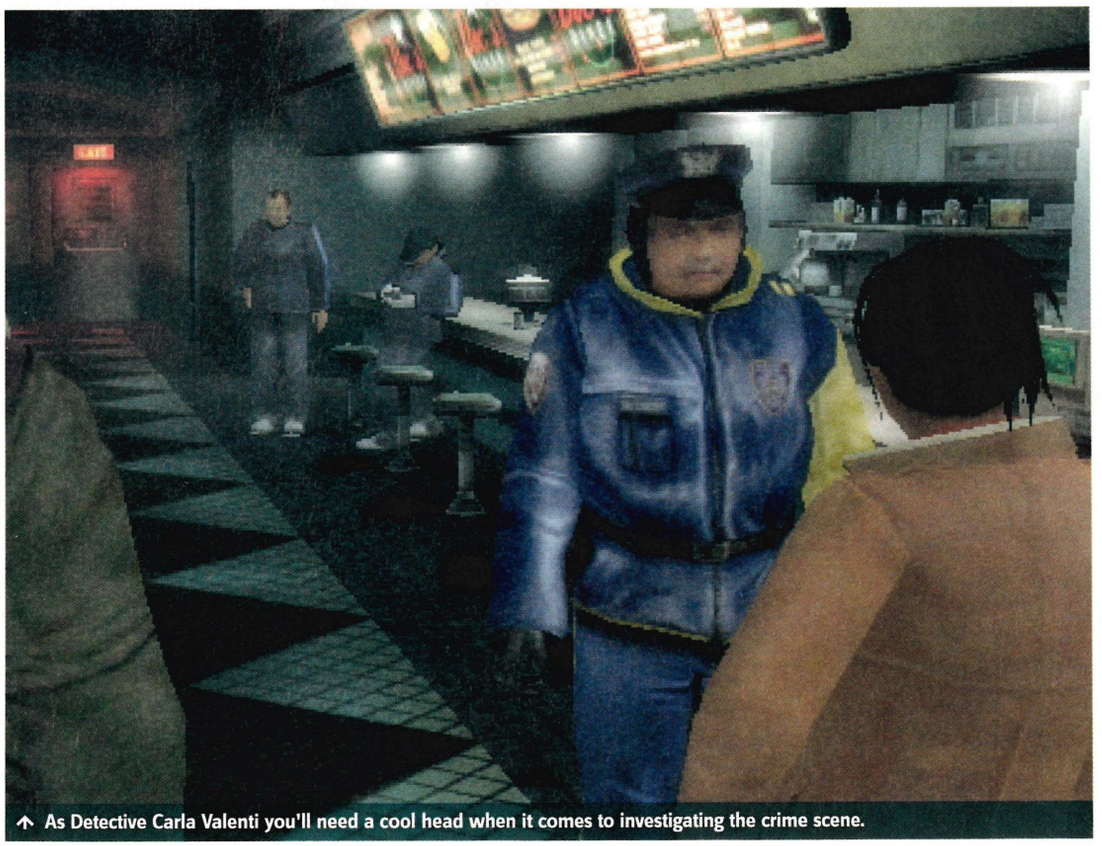


The Floor
Grab a broom and swish the stick around to scrub the blood off the floor.

The Corpse
Drag the corpse into the cubicle by hammering the L and R buttons.

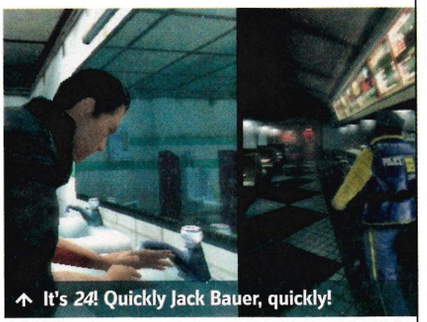
The Weapon
Don't forget the knife. Bend down, grab it and chuck it in the toilet, quick!

"Not just a game, Fahrenheit could very well be the first truly interactive movie"



↑ As Detective Carla Valenti you'll need a cool head when it comes to investigating the crime scene.

↑ It's a cold, cold night out there.



↑ It's *24*! Quickly Jack Bauer, quickly!

↑ There's loads of clever split-screen stuff.

COLD WINTER: CONFUSED AS TO THE NAME? IT'S DOWN TO THE FACT THAT NEW YORK IS GRIPPED IN A FREAK FREEZE WHERE EVERY DAY THE TEMPERATURE DROPS MORE, BUT IN A MUCH BETTER WAY THAN IN RUBBISH MOVIE THE DAY AFTER TOMORROW

Incoming

All the essential news, exclusive previews and latest screenshots from the wonderful world of Xbox

P014: TERRY TALKS PES5
Chelsea's John Terry is the face of *Pro Evolution Soccer 5*.

P015: THE NEVERENDING FABLE
First details on the massive *Fable* expansion pack.

P016: A FLASH OPERATION
Operation Flashpoint is still on its way. Sort of.

P017: TARGET IS SIGHTED
We peer through our telescopic sight at *Sniper Elite*.

P018: MODERN ART
Shots from *Ninja Gaiden Black* and *Star Wars Battlefront II*.

P021: AND FINALLY...
Crossing McDonalds with *Space Invaders*.

Saving The Best Till Last

The future looks rosy, as developers continue to realise the potential power of Xbox...

IF YOU'VE READ our Exclusive Access feature on Criterion's *Black* (page 046), you'd be forgiven for thinking that it couldn't possibly be an Xbox title. Stunning graphics and completely destructible scenery make this incredible game an FPS tour de force. But even developer Alex Ward, himself a keen advocate of utilising hardware to its full potential, is ready to admit the game only uses 90 per cent of Xbox's capability, and the fact is that up until now most developers haven't even been anywhere close to that. If you thought Xbox games looked good now, wind your neck back in, because as studios become more familiar with development tools and fully realise the potential of its hard drive, things are set to get a whole lot better.

Microsoft has already pledged it will continue to manufacture Xbox consoles for a long time yet. Every third-party publisher still has a huge catalogue of titles stretching into the back end of next year, and the prospect of these exploiting the full capabilities of the Xbox is a mouth-watering one. Already *Call of Duty 2: Big Red One* and *Ghost Recon 3* are shaping up to bring a completely new meaning to the term 'immersive experience'. Incredible visuals, frantic battlefield chaos and super-smart enemy AI will set a new benchmark for shooters on this generation of consoles.

Sports titles haven't been overlooked either, with the new incarnations of *FIFA Football* and *Madden NFL* looking incredibly lifelike and play like a real-life game you'd watch on TV. And if you thought *Burnout 3* was impressive, the jaw-dropping physics and mind-blowing aerial takedowns, the retina-scorching sense of speed in *Burnout: Revenge* will be unlike anything you've ever seen before.

The Xbox hard drive is starting to be utilised more as well, as we see a surge in titles using some form of time manipulation - a feature that requires the Xbox to continually record gameplay. The pick of these, like the upcoming shooter from Atari, *TimeShift*, and Ubisoft's third *Prince of Persia* title, *Kindred Blades*, look set to raise the bar in what is now possible.

Looking to next year the future's even brighter. Sam Fisher is gearing up for another insertion in early 2006. *Chaos Theory* was one of the best-looking games we've ever clapped eyes on, and improving the incredible lighting and character animation will result in an amazingly lifelike experience. EA's storming Live title *Battlefield 2: Modern Combat* will deliver a truly incredible online and offline experience, as up to 32 players fight it out in gorgeous-looking real time - something not previously thought possible. But that's the reality; the hardware hasn't changed, just developers' attitudes and abilities. Which is only a good thing for we Xbox owners. The future's not just bright, it's black and box-shaped too.

↓ Squad members in *GR3* move in an incredibly lifelike way.

↓ Massive-gun-based FPS *Black* shows there's life in the old box yet.

P022: SMASH AND GRAB
The Incredible Hulk drops in for some full-scale devastation.

P024: SWEET REVENGE
Latest *Burnout* epic crashes into our exclusive info section.

P027: MIDNIGHT STAKE OUT
Vampiric shooter *Darkwatch* bares its pointed fangs at us.

P029: THEY NEED YOUR BRAINS!
We chat with the folk behind *City of the Dead*.

P031: COME IN DING!
We check out the impressive *Rainbox Six 3: Lockdown*.

P032: RUN THE GAUNTLET
Gauntlet is reborn as the beautiful *Gauntlet: Seven Sorrows*.

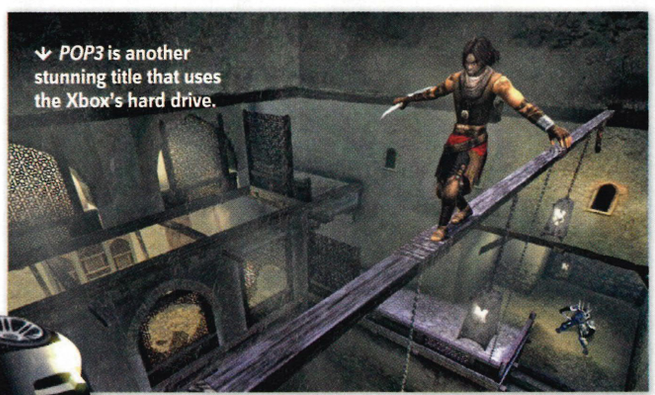
P034: STILL SUFFERING
Gore galore in splatterfest, *The Suffering: Ties That Bind*.

P035: COOL PRIZE ALERT!
Win an exclusive *GTA: San Andreas* BMX!

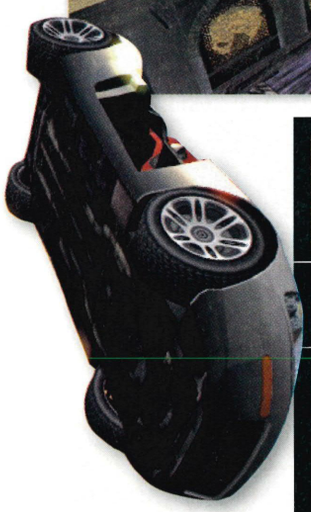
P037: HEAVENLY KINGDOM
Kingdom Under Fire: Heroes will blow you away.

↓ *TimeShift*'s effects will be the norm as more juice is squeezed from Xbox.

↓ Could the lighting in *Splinter Cell* BE any more realistic? Apparently so!



↓ *POP3* is another stunning title that uses the Xbox's hard drive.



↑ *Burnout: Revenge*'s physics = sweet aerial takedowns!

THE INSIDE VIEW

STEPHEN MCGILL
HEAD OF UK XBOX MARKETING

WITH AN installed base of 20 million Xbox units, a figure that's continually growing, all the major publishers will continue to release lots of great games for a long time to come. There's certainly a lot of enthusiasm for pushing the Xbox still, and there still remains a great deal of enthusiasm for the current generation. Consumer demand is at an all-time high, so the need to push the Xbox to it's limits is still vital. When the Xbox 360 is released we see the two platforms coexisting side by side for some time.

THE EXPERT VIEW

AUDREY LONES
LEAD DEVELOPER, SABER INTERACTIVE

THE XBOX is the only console for our game, *TimeShift*. The mechanics are only possible on consoles like the Xbox. Having 64MB of memory makes it possible. The Xbox's CPU power is still being pushed to the limits. Our physics engine simulates dozens of rigid bodies. Our physics world needs to be simulated multiple times per frame. Without a powerful CPU this wouldn't be possible. Only now, after four years of Xbox has it has come far enough along to enable us to fully utilise the processing and graphics power.

OUR VIEW

OFFICIAL XBOX MAGAZINE
TO CUT TO THE CHASE AND TELL IT LIKE IT IS

IT'S GREAT TO see developers finally realising just what Xbox is capable of. We're continually being surprised at both the visual quality and gameplay mechanics of titles, and if this push for improvement is followed, that's brilliant news for Xbox owners.

We're well aware of Microsoft's plans to put its full weight behind Xbox for a fair while yet, and if the transitional period to the next-gen console is as long as is anticipated, the Xbox will still be a firm fixture in the market for the foreseeable future.

PIONEERS: IF WE'RE TALKING ABOUT MANIPULATING TIME IT WOULDN'T BE RIGHT TO FORGET ARTOON'S BLINX TITLES, THOUGH THEY WEREN'T ON THE SCALE OF TIMESHIFT OR POP3!

News Wire.....

Easily digestible nuggets of key Xbox information

28 Games Later

Alex Garland handed over the first draft of his *Halo: The Movie* screen play to Microsoft this month, but forget the jiffy bag, this guy did it in style. To create as much pomp and ceremony as possible, Garland had a fully-armoured Master Chief arrive at Microsoft with the script tucked on his person. Apparently the script 'covers all the bases' given to Garland by Bungie, so hopefully with the script on paper, we could be seeing Ridley Scott on board as director.

Traumatic Times

Swedish developer DICE (the guys responsible for the award winning *Battlefield* and *RalliSport* series) has shut up shop at its New York offices. The US division, known as Trauma, was bought by DICE only nine months ago, and was responsible for the free *Battlefield* mod, *Desert Combat*. Thankfully, the Trauma staff have been offered other jobs, and the forthcoming *Battlefield* game for Xbox is unaffected.

Save The Rich!

This month saw Hollywood stars saved from the brink of having to downsize to modest 12-bedroom apartments, when the likes of Samuel L Jackson, Dennis Hopper and Burt Reynolds secured a 36 per cent pay-rise for voice work. Unfortunately for the multi-millionaires, their demands for more cash were stopped short of being paid royalties every time a game is sold. Charitable donations are welcome, and can be sent via *OXM* - we'll pass on the cash to the starving thespians.

Triple X Title Coming To Xbox!

And it's going to be filthy!

OKAY, WE lied about the 'filth' bit, but *X3: The Reunion* is currently speeding its way through the cosmos on a crash course with Xbox. Described by some as '*Elite* for the 21st Century', this space trading, go-anywhere, do-anything game will hit home approximately February next year. It's unclear how developer Egosoft will cram all that space onto Xbox, or whether *X3* will be Live-compatible (swap spaceships!) but we'll find out soon when we get our mitts on the preview.

Going Psycho

Cult US platformer to be released in UK

WE'VE BEEN on at Majesco this month about its Stateside smash, *Psychonauts*, and the possibility of a UK release. The warped adventures of Raz at 'Psychic Summer Camp' and his attempts to protect childrens' brains from a mysterious mind-stealer have already secured high praise across the board in the US. It's about time we had it, and Majesco told us arrangements were being made.

"We're working on *Psychonauts* right now", our Majesco source told us. "The game is being localised too, but it will be a while before release. It's a big title with a ton of dialogue so it takes some time to do all of the voice work involved. Hopefully we'll have a definitive announcement within the next month or so regarding the European release."

You have to guide Raz through summer camp, earning merit badges and honing mind-bending skills such as clairvoyance, pyrokinesis, and telekinesis, all the while avoiding the bizarre Tim Burton-esque mind demons and other freaks inhabiting the dreams of the children whose brains you're, er, living in. Intriguing, no? Described by US reviewers as "Unbelievably funny", "Easily one of the most enjoyable games of the year", and "Wildly surreal", *OXM* will be watching this like a demon.

↑ Teach Raz to use psychic powers against a host of twisted enemies.

↑ Team up and save the world!

↑ Fight nightmare tanks. Hmm.

No news on whether or not the Wreckless sequel will be released outside Japan. Stay tuned...

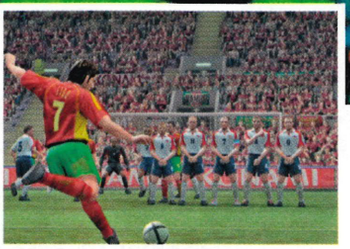
↑ Premier footballers - are they all fighting to sign up to *PES5*?

Johnny Five Is Alive!

John Terry confirmed as face of Pro Evo 5!

CHELSEA CAPTAIN and England player John Terry signed on the dotted line this month to be the poster boy for Konami's forthcoming *Pro Evolution Soccer 5*. Just one of the famous faces to be lined up for the fifth incarnation of Konami's smash footy game, Terry reportedly signed after admitting to taking *Pro Evo* on tour with him. We're sure the cash incentive helped too though.

Terry says he's looking forward to playing 'advanced' versions of *Pro Evolution*, which are currently on their way - although it's unclear what 'advanced versions' actually means. We contacted Konami to see whether this referred to *Pro Evolution 5* itself, or merely an enhanced version of *Pro Evolution 4*. We got the ubiquitous "No comment", but, that said, *PES4* was so good anyway we can't see how it could be tweaked any further. Let's hope they mean *PES5*, which should be warming up for a release towards the end of the year.



↑ Terry's defending will be needed!

↑ Let's hope *PES5* looks as good.

↓ New armour, new weapons and new foes await in *The Lost Chapters*. No word on new pots and pans though.

↑ Why not build a scary snow demon?

Fable Expands!

Exclusive: The Lost Chapters head to Xbox

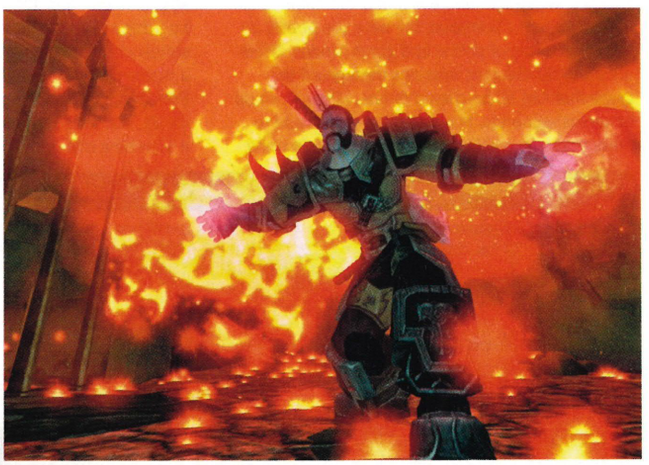
SCRUMPTIOUS TIDINGS and rumbumptious salutations! Hack 'n' slash RPG/life-sim *Fable* is to return to Xbox as the expanded, repackaged £19.99 budget release *Fable: The Lost Chapters*.

The Lost Chapters will be a third bigger than the original game, and feature entirely new areas for exploration. The mysterious Northern Wastes, which were visible (but unexplorable) on the original *Fable* map, are now open, and packed with new enemies, creatures, and magic items.

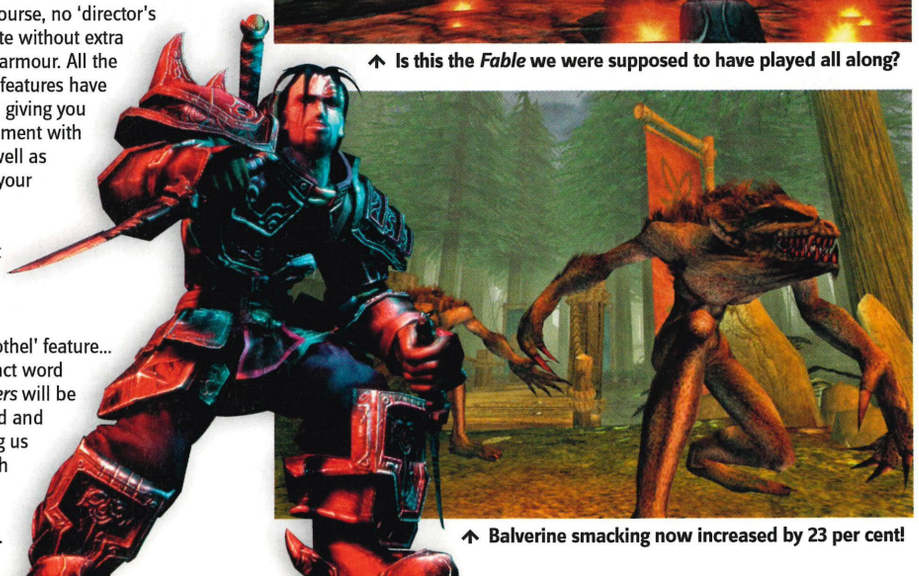
One of the biggest fusses kicked up about the original *Fable* was the lack of giant mythical creatures like dragons and suchlike, but word has it *The Lost Chapters* will change all that with one of the most ferocious dragons yet seen in games.

There are more subtle changes at work too, with more refined character traits and expressions. And, of course, no 'director's cut' would be complete without extra weapons, spells, and armour. All the original customisable features have been expanded upon, giving you the potential to experiment with brand new spells as well as expand and increase your knowledge of the old ones. And if the warrior's path doesn't appeal, you can always stay at home and make a few extra bob with the new 'brothel' feature...

We've still no exact word when *The Lost Chapters* will be released, but Lionhead and Microsoft should bring us some info soon. Watch out for our in-depth interview with the *Fable* team next issue.



↑ Is this the *Fable* we were supposed to have played all along?



↑ Balverine smacking now increased by 23 per cent!

News Wire.....

Easily digestible nuggets of key Xbox information

Star Forged

The forthcoming *Stargate SG-1: The Alliance* game has secured itself just about every major actor in the *Stargate* TV series to supply the voices of their videogame counterparts. Richard Dean 'MacGuyver' Anderson, aka Jack O'Neal, Michael Shanks (Daniel Jackson), Amanda Tapping (Samantha Carter), and Christopher Judge (Teal'c) will lend their voices to the first-person shooter. If Vanessa was still here, we'd have to revive her with smelling salts.

Watch The Darkness!

Ubisoft has scribbled its name next to the big fat dollar signs in order to bring us the delectable-looking *Darkwatch* from High Moon studios. The vampire/wild west FPS was without a European publisher until the beginning of this month, but now with Ubisoft aboard, we'll be seeing undead cowboys before the year's out. More on page 027.

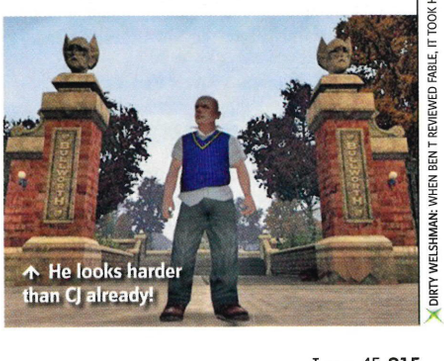
Kill The Frog!

Just when Microsoft is announcing the Xbox 360, and the world is looking forward to the new generation of consoles and movie-quality gaming, we hear word that prehistoric road-crossing franchise *Frogger* will be returning to the fray. Now, we're not ones to start wars unnecessarily, but come on - *Frogger*? Apparently *Frogger: Ancient Shadow* will see the green pixellated blob up against an evil crocodile intent on destroying his swamp. Something tells us we'll be rooting for the croc...

Bully's Special Prize

Altogether now... Everybody loves a bit of Bully!

ROCKSTAR HAS released this first, official glimpse of its forthcoming school-yard brawling game *Bully*. And our first impressions of it? *GTA: Skool Daze*! It certainly looks to run on the same graphics engine as the *Grand Theft Auto* series, and when we hear that we'll be able to play practical jokes, cause havoc on the school grounds, chase the girls, disrupt the learning day, and generally cause a nuisance, it sounds like a *GTA* game too. We love those Rockstar chaps - always courting controversy! Certainly one to watch, we reckon. More next issue.



↑ He looks harder than CJ already!

DIRTY WELSHMAN: WHEN BEN T REVIEWED FABLE, IT TOOK HIM JUST UNDER 20 HOURS TO COMPLETE FULLY. THEN AGAIN, EIGHT OF THOSE WERE SPENT UNSUCCESSFULLY SEDUCING WOMEN. WHO SAYS GAMES DON'T IMITATE LIFE?

Quotes of the month...

"Most of what you're seeing are not even the first projections of games. They're just shiny computer graphics. They're things anyone using a computer can do."

Banjo-playing Nintendo guru Shigeru Miyamoto speaks his mind about the next gen consoles that have shown off software. Ooo, get him!

"The PS3 would be like a dinner you only have once a year or twice a year on your anniversary, whereas the Xbox 360 would be something you had two or three times a month and Revolution is the kind of great dinner that you have every day at your home. The point is that they are all individualistic dinners, but how much will the dinner be? Will it be worth the cost? Where can I have this dinner?"

Somebody's been at the mushrooms again, haven't they Hideo Kojima?

"I don't think we're going to meet demand as people are going to come into this platform in a big way"

Then make some more! If we don't get a 360 on Christmas day, Mr Neil Thompson, UK Xbox boss, we know who to come to!

"We prefer to remain independent as we will be able to double our value in the next two years, as we'll double our effort. We are in a business of creation."

Ubisoft president Yves Guillemot rallies shareholders in order to fend off those sticky fingers of EA.

"There was an infamous Sunset Blvd billboard from the Department of Homeland Security: 'Bio-chemical terror attack! Are you prepared?' Sitting in midday traffic with my windows rolled down and a nice Los Angeles breeze blowing through my car, I thought, 'No. No, I am not, and neither is anyone else.'"

American McGee explains just why he's making disaster game Bad Day L.A. Sounds fair enough to us.

"I believe that Sony spent one slide talking PlayStation online at their briefing [during E3], and it seems to me there was a bunch of hand-waving there and no details."

Head of the Microsoft Game Studios, Shane Kim reckons Xbox 360 will rule the next gen online fight too.

"They've actually made me much more handsome in the movie, if you can believe it."

Ioan Gruffudd, aka Mr Fantastic, reckons that his computer generated persona looks better than he does in the movie. And just as bendy of course.

↑ Tanks, tanks, tanks! Drive 'em everywhere!

↑ It'll be safer in the skies than on the ground.

↑ Heavily armoured choppers are just the start.

Flash In The Pan

Operation Flashpoint team announces 'new' title!

OPERATION FLASHPOINT developer Bohemia Interactive revealed the first screens of its as-yet-unnamed, 'Military Combat Game' this month, and we had the strangest sense of déjà vu.

Since Codemasters dropped *Operation Flashpoint* from its release list, the Bohemia boys have gone back to the drawing board and rejigged the title, although since Codies has the rights to the '*Flashpoint*' name, when we finally see its release, the game will be called something entirely different.

But, regardless of the fact that this could just be a reworked *Flashpoint*, the new title boasts an incredible array of online and game modes. There are up to 50 different missions throughout the game that can all be played online, either as co-op or versus scenarios. You'll also be able to add to these maps by creating your own, and uploading them for people to play, either as clan maps or multiplayer modes.

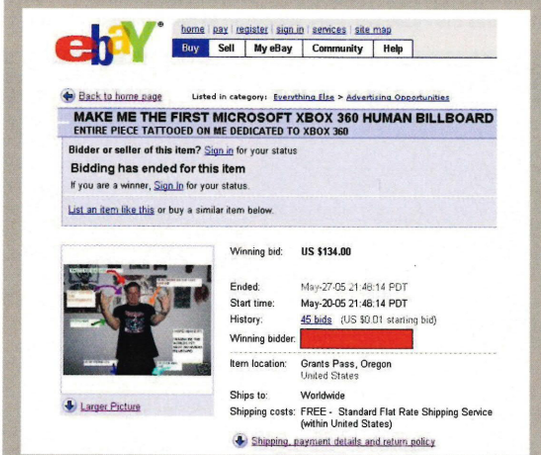
If Bohemia's new game is just a renamed *Flashpoint*, we're quietly optimistic about it. When we last saw *Flashpoint*, although graphically it still had vast ground to make up, the calibre and design of missions structure was enough to keep our interest. With 40 or so vehicles, all of which could be used in any capacity throughout online missions, plus battle zones that sprawled over some 100 square kilometres, the scope for just what could be achieved online was incredible. The freedom to simply chop and change between vehicles was also a major plus-point. Let's hope, if this is *Flashpoint*, Bohemia has been wise enough to stick to its lofty ideals. The time we've had to wait should make for a scorching title once it's released.

Microsoft is donating old Xboxes to Japanese schools as 'educational tools'. Nothing to do with promoting the Xbox 360, then. Oh no...

BIZARRE Weird goings-on from the world of Xbox

eBay-Dum!

Matthew Meadows, or 'The Human 360 Billboard', has decided to sell his body on eBay to the highest bidder who was willing to advertise the Xbox 360 on his flesh, tatooed anywhere the winner desired. Let's hope it was nothing more than a small 'ankle' flash. The pillock only raised $134.



↑ Sell your body for peanuts - that's what this guy did.

→ The irony! Cover it in gold, it looks cheap and nasty.

Block Of Gold

What better way to ruin your Xbox than by painting on layers of gold leaf? That's what another eBayer did this month in the hope of flogging his console as something of a collector's edition. Never mind that gold leaf peels off, leaving you with an expensive console with an attractive dandruff problem, this guy was hoping to raise a substantial sum for his shimmering 'masterpiece'. As of yet, we see no bidders. Wonder why?

Back To Boot Camp

New Rainbow Six 3: Black Arrow map surfaces

IF YOU'RE ALREADY one of the thousands of committed *Rainbow Six 3: Black Arrow* (Issue 33, 9.0) players around the globe, you'll have noted that a new multiplayer map, entitled Boot Camp, has become available for download. But just in case you're not, here's all the information you need to know.

One, it's free to download. Yep, unlike the two previous pay-for map packs, this one's a gratis present from Ubisoft. Thanks very kindly. Two, it's nice and compact in size, making it ideal for small, quick firefights (although that said, it's worth bearing in mind it's designed for a maximum of ten players). And three, hidden away deep within Boot Camp's darkest, sweatiest folds you'll be able to discover exclusive new details regarding the latest *Rainbow Six* game, *Lockdown*, and its unique Persistent Elite Creation system (or you could just turn to our preview on page 31).

Either way, what are you waiting for? Get downloading now. And don't let not having the game be an excuse to you as now might be the time to mention that *Black Arrow* has recently been released on the budget Xbox Classics line. Bargain. So get buying, get downloading and we'll see you out there.

↑ Run around a virtual assault course until you PUKE.

↑ Enjoy a night in the dormitories of death.

Hollywood exclusive! Vin Diesel has been chosen to play Agent 47 in the forthcoming movie of the Hitman franchise.

Eye Of The Sniper

Ubisoft set to drop WWII combat simulator on us

After months of uncertainty over publishing rights, first-person shooter *Sniper Elite* has been picked up by Ubisoft for release this Autumn.

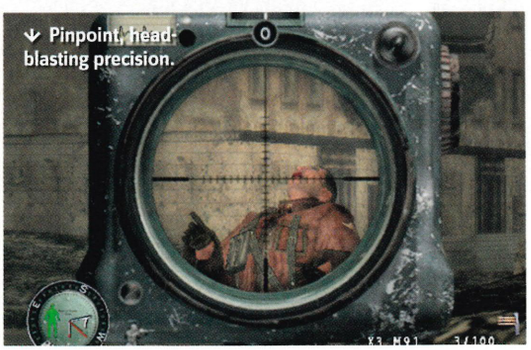
Set during the Second World War, it charts the advance of the mighty Russian Army on the German capital of Berlin. So far, so *Medal of Honor*, but where *Sniper Elite* really pulls our trigger (no pun intended) is in the gameplay itself, thanks to it heavy indulgence of the art of sniping.

While running around is carried out in third-person, all the long-distance shooting stuff is done in first person, so a good eye and a steady aim are essential. What's more, the rifle ballistics have been accurately modelled to the last detail, making this the most realistic sniping simulation ever created.

As well as boasting a robust single-player campaign, expect a two-player co-op mode and deathmatch high-jinks for up to eight players at a time. All good stuff from what promises to be a unique take on the familiar WWII shooter.

↓ Let them have it from a distance.

↓ War is hell. A good hell that is, full of fun.



↓ Pinpoint, head-blasting precision.

News Wire.....

Easily digestible nuggets of key Xbox information

HALO TO THE KING!

Dutch gamer 'King Tuur' has taken on the best in the world and triumphed in the first ever Xbox Live *Halo 2* World Championships. After having battled through numerous qualifying rounds on Live, King Tuur eventually beat 'aimitux' from Japan to win the 50,000 strong tournament and walk away with $1,500 and a 50-inch flat screen telly. Lucky old him.

GTA PORN SHOCKER

Thought you'd seen everything *San Andreas* had to offer? Think again. In an effort to shock us even further, Rockstar apparently created some secret sex mini-games. Although they never made the final cut, industrious home programmers have found them hidden away in the actual PC game code. See the full seedy truth at gtasanandreas.net. (Warning: not for kids!)

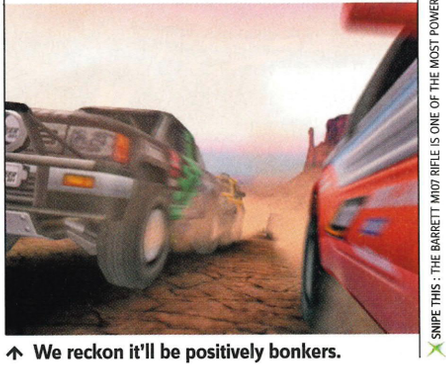
COMBAT ELITE RELIVES

Just one of the many casualties from Acclaim's collapse last year was *Combat Elite: WWII Paratroopers* (Issue 32, 8.0), a tactical World War II adventure based on the same engine as the *Baldur's Gate: Dark Alliance* games. How we cried... But now it's back, courtesy of publisher Deep Silver, and will be hitting shop shelves this Autumn. Look out for an update soon as to what, if anything, has changed.

Extreme Racing

New 4x4 game set to burn rubber on Xbox

GMX MEDIA, publisher of highbrow PC strategy games, is set to dip its toe in the infinitely clearer waters of Xbox gaming this September with the release of its first console game, *Extreme 4x4*. Anything but highbrow, this is back to basics, arcade racing across bonkers terrain against bonkers drivers. And if that's not enough, rockslides and exploding mines are just some of the dangers that will be distributed around the racetracks. Should be a riot online.



↑ We reckon it'll be positively bonkers.

SNIPE THIS : THE BARRETT M107 RIFLE IS ONE OF THE MOST POWERFUL SNIPER RIFLES IN THE WORLD, ABLE TO ACCURATELY HIT TARGETS 1.2 MILES AWAY. WE WANT ONE!

Ninja Gaiden Black

DEVELOPER: **TEAM NINJA** PUBLISHER: **MICROSOFT** RELEASE DATE: **SEPTEMBER 2005**

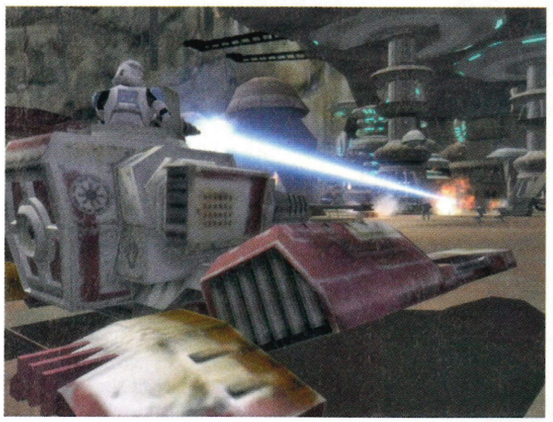
↑ Some of the original *Ninja Gaiden* levels will be revisited, now inhabited by new puzzles and bad guys.

↑ There'll be an increase in enemies, plus all the demons and warriors introduced in both Hurricane packs.

↑ Ryu's weaponry will be vastly improved. Good job too, judging by this horrifying new monster.

Star Wars Battlefront II

DEVELOPER: **PANDEMIC** PUBLISHER: **ACTIVISION** RELEASE DATE: **SEPTEMBER 2005**



↑ *Episode III* levels will include the strange, cavernous world of Utapao, where General Grievous meets his match...

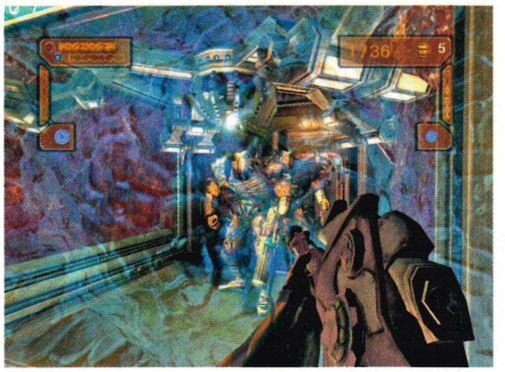
↑ Bridging the gap between Episodes *III* and *IV*, you'll be able to play as a pilot in the fledgling X-Wing class fighter.

↑ At last, what every *Star Wars* fan has wanted – the chance to be Darth Vader and strangle the life out of pesky rebel scum.

Gene Troopers

DEVELOPER: **TDK** PUBLISHER: **PLAYLOGIC** RELEASE: **OCTOBER 2005**

↑ As a rebellious genetically-engineered warrior, you'll have a fair few capable weapons to keep enemies at bay.



↑ This monstrosity is what you'll end up as if you don't manage to find a cure in time.

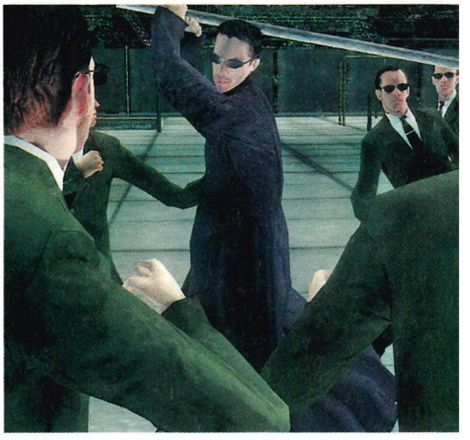
↑ This is what we came for - huge outdoor spaces and sniper grenade launchers. Hubba hubba.

The Matrix: Path of Neo

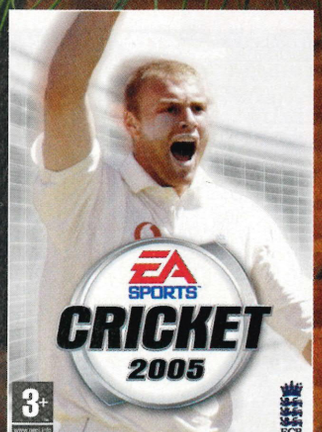
DEVELOPER: **SHINY ENTERTAINMENT** PUBLISHER: **ATARI** RELEASE DATE: **AUTUMN 2005**

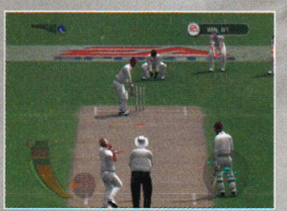
↑ Relive every moment from the *Matrix* trilogy, even the duff bits. This fight in the castle armoury is one of the juicier moments.

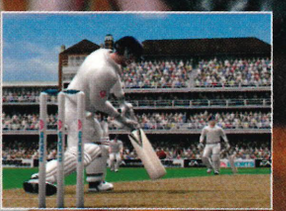
↑ Fight a thousand Agent Smiths, and destroy an entire city in the process.



↑ Multiple enemies force you to improvise with weaponry and use your martial arts skills.







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AGENT X

Delving into enemy territory to bring you all the gossip from the world of games

PACK FOR PEANUTS

If my highly trained, Morse-code-tapping warehouse rat has done his job correctly, it looks as though Microsoft will be pricing the forthcoming *Ninja Gaiden Black* in the budget range. This suggests we'll only be seeing the Hurricane packs and knick-knacks rather than an entirely repackaged complete game. But hey, who's to grumble when it's only going to cost us a little under 20 crisp ones? Lovely stuff.

VIRTUA INSANITY

My spies tell me that Sega is soon to get in on the 'greatest hits compilation pack' malarkey. Apparently the House of Sonic is looking to bring its entire range of *Virtua Fighter* games to Xbox. Who cares if my source was the woman who delivers the sandwiches? I'm off down the bookies now. Odds of 4-1!

BUNNY BOILING

Word has it that Hugh Hefner was so pleased with the last *Playboy* game (who wouldn't be if it made you look 30 years younger?), that a second is currently in development. Rumoured to be hotter and more hardcore than before, the second Playboy game is certainly getting my undercover antenna twitching.

← We might be able to map famous faces on!

↓ Ryu is headed our way, and he might only be £20!

TRUE BLUE

Ever since the days of Dreamcast, there has been word of a Sonic RPG in development, but this month that rumour looked as if it will soon become a reality, with all manner of hedgehog-related gobbledegook appearing on Sega's development servers. With words like 'blue hedgehog network' apparently surfacing, I suspect we'll all be seeing a little Sonic 360 action in the near future.

↓ Sonic in an RPG?

According to Microsoft's Peter Moore, the Xbox 360 will sell ten million units within the first year! Wowzer.

AND FINALLY...

Fish and Chips

Atari asks: you want fries with your Unreal?

↓ Atari's fast food vision of the future?

WE'D BE the first to admit that we've spent the odd day or two sat in our pants glued to our Xboxes with the curtains drawn. Just so long as the pigment in our skin doesn't fade, we reckon it's okay. BUT! Soon all that may be about to change. Believe it people.

Atari founder Nolan Bushnell is planning a chain of 'Media Bistros' where we'll be able to play other gamers and stuff our faces with fried food at the same time.

The idea would involve a restaurant with 'party tables' where up to six people can play the same game on screens built into the tables. The screens would also be touch sensitive, allowing you to bring up menus and order lots of lovely food. The whole lot would then be paid for together at the end of each session.

The restaurants, according to Bushnell, would "get gamers out of the house". That's all very well, just so long as we can still sit in our pants. As every self-respecting gamer knows, if there's one thing better than playing games in our boxers, it's having a huge pizza on our lap at the same time.

Freeze Frame

Far Cry: Instincts trailer packed with TNT...

YOU WANT weapons? YOU WANT VEHICLES?! *Far Cry*'s got 'em, and we show you what to do with them too! They're conventional, makeshift, all shapes, all sizes, and all deadly...

↑ First up - blow them up! If you see it, you will be able to destroy it. Watch out for enemies on high!

↑ Don't let water stop you - grab a dinghy and chase those evil choppers! There's no place you can't go.

↑ Want an aerial view? Take to the skies in this silent vantage point. Throw yourself off cliffs, you'll be fine!

↑ Use vehicles as weapons! If you've not got a gun, drive your jeep off a cliff into a helicopter. That should do it!

↑ Vehicles also carry enemies! If a chopper is coming in slowly it could be dropping men off. Shoot them!

POOR DORFF: CHECK OUT THIS MONTH'S DISC TO SEE POOR STEPHEN DORFF BEING ASKED ALL MANNER OF NASTY QUESTIONS BY OXM. IT'S ALMOST ENOUGH TO MAKE YOU FEEL SORRY FOR HIM

The Incredible Hulk: Ultimate Destruction

We get our giant green fists on this incredible actioner

Dev: Radical Games	Pub: Vivendi Universal
Release: August 2005	Live: None
Players: 1	

0 Percentage Complete 90 100

TAKE ANOTHER look at the title. If we could sum this game up in two simple words, they would indeed be 'ultimate' and 'destruction'. Sure, there may be an underlying story and a wealth of objective-based missions under this mass of rubble and twisted metal, but the real fun to be had in this fantastic-looking sequel lies in smashing the crap out of anything that moves, and obliterating everything that doesn't for good measure.

Since the sort-of-stealthy Banner missions of the original *Hulk* (Issue 18, 7.5) have been axed, players are left to freely indulge in a complete orgy of wanton destruction. And boy, is it better than any sex we've ever had. Pretty much everything in the game is destructible, though it's sometime much more beneficial to thoughtfully use lampposts, various vehicles and any unfortunate persons who come to hand as projectile weapons. Earn enough Smash points (no prizes for guessing how) and you can also create makeshift weapons from vehicles and unlock up to 150 different fighting moves.

The Hulk's every action has a brilliantly destructive consequence - every footprint leaves a crater on the ground, and sprinting down the street scatters everything in your path. Combat is still pleasingly simple; two- and three-button combos are the way forward, and pretty much as complex as it gets. Moves can be charged up for even wider devastation, though this leaves you open to attack.

This destruction feels amazingly brutal, and with the terrifying (and ear-splittingly loud) explosions and sounds of grating metal, this is a genuine assault on the ears. We were convinced our TV was going to shatter at any second, such was the ferocity of each gut-wrenching attack.

The impressive cityscape is a huge, sprawling urban playground. Every destination players can see can be reached, and the Hulk can now skip with ease up, along and over any building or obstacle unfortunate enough to get in his way. The Badlands are more open and sweeping in scale, though this just means there's less cover to hide from the swarms of choppers and armoured vehicles that are constantly on your tail.

We're itching to get our hands on the final version of this monster title. If you can't wait either, pop in this month's disc and smash your way through our exclusive demo. More details on page 102.

↑ Hulk recycles some cars to use as a handy pair of improvised metal fists. He's green in more ways than one, you see.

↑ When Hulk is on a rampage, even the ground isn't safe from damage.

Sing When You're Flinging

Throwing more than a mere temper tantrum

HULK CAN pick up and hurl any object he comes across. Often mission objectives require the destruction of key locations, so combine the two for quite literally ultimate destruction.

↑ Pick up cars and lob them across town - quicker than the Underground. And safer, too!

↑ Throw cows at helicopters! Yes, cows. At helicopters. Cows at helicopters! How cool?

↑ In between all the smashing and crushing, there's a rudimentary plot.

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REWARDS Vs SWEET F.A.

Burnout: Revenge

Putting the rush back into rush hour...

Dev: Criterion Games	Pub: EA
Release: Autumn 05	Live: TBA
Players: TBA	
www.criteriongames.com	

REMEMBER ALL those hot summer nights playing *Burnout 3*? As temperatures soared, your sweat-soaked brow creased in concentration as you itched for just one more takedown. If you're anything like us, you wouldn't be able to sleep for hours afterward, with cars rushing through your brain like it was the LA freeway.

Get ready for those days again, because this autumn sees the release of *Burnout: Revenge* from Criterion Games. This awe-striking sequel aims to satisfy all adrenaline junkies by tuning up the takedown system, making it more aggressive than ever. True to the title, you're now going for takedowns with a vengeance.

"In *Burnout 3*, you could be very successful just by driving skilfully and by avoiding confrontation," says Criterion Games' creative manager Alex Ward. But now things are different... "Our *Revenge* ranking system and the new-style circuits give you no choice but to fight." *Burnout 3* was to a boxing ring what *Revenge* is to an Ultimate Fighting Championship cage. Take down an enemy and they're instantly 'marked for revenge', relentlessly pursuing you until you're slammed onto the scrapheap.

If they're successful, you become marked for revenge yourself, and so it goes. Revenge takedowns are much more valuable than the standard bonuses for aggressive driving too. "You'll unlock bonuses such as new cars much more quickly if you achieve a high Revenge ranking," says producer Emily Newton Dunn.

The concept of payback filters into most of the other game modes, especially the new Traffic Attack mode. "It's everything you ever wanted to do when you were stuck in a rush hour jam", Ward exclaims.

Traffic Attack is a hybrid of Crash and Road Rage modes. You have to tear around a circuit, wrecking as many civilian cars as you can along the way. There are 99 seconds on the clock to start with, and the first 79 are a warm-up for the main event. During the final 20 seconds, you have to keep the time topped up by creating a chain of crashes with only short gaps between each one. Leave it too long and the time will deplete, ending the round. But if you're a car-crushing maniac, you'll be able to keep the clock running and the points going through the roof. Each lap completed adds a multiplier bonus as added incentive.

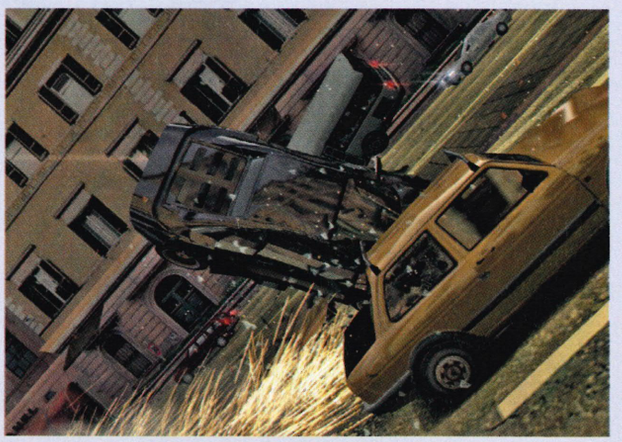
↑ There are many different routes around the Colosseum. Our favourite is a massive jump that goes right in front of it.

As you've probably guessed, hitting civilian cars is no longer a disaster, it's absolutely essential. So long as the traffic is heading in the same direction as you, you'll be able to 'check' it like Wayne Gretsky into oncoming lanes or the other racers behind. That doesn't include big rigs, buses or crossing and oncoming traffic, so there's still a huge element of risk if you're going to check traffic.

While that concept obviously comes from the NHL, a very different sport inspired *Revenge*'s new and improved Crash mode. The inspiration for the game's bespoke crash junctions actually comes from, erm, golf courses. In this case, the green is the perfect route through crossing traffic, the rough is a stretch of very hazardous road, and the hole is a moving 'target' car.

At the start of the junction, you'll see a *Tiger Woods*-style swingometer to determine how much boost you get from the 'tee'. You'll even find your car being shifted by forceful winds if you boost over a really high jump.

Your objective is still the same - to wreck as many cars as possible within the time limit. However, the inclusion of a target car to replace the static multiplier bonuses from *Burnout 3* makes it much more of a challenge. Not only is the target car worth a huge cash injection, but it also improves your chances of getting a Crashbreaker bonus. For newcomers to the *Burnout* series, this lets you explode your car on demand, sending it flying in the direction of your choice in slow motion. Thankfully it's now possible to rotate the camera so you can spot the best place to land and cause maximum carnage. »



↑ Use the slow-motion aftertouch to get takedowns.

> "Burnout 3 was to a boxing ring, what Revenge is to an Ultimate Fighting Championship cage"

↑ Tokyo lights up like a Christmas tree at night.

↑ Security vans are the biggest thing you can hit safely.

↑ Vertical takedowns are the most difficult to achieve.

↑ 'Check' traffic to score points in Traffic Attack mode.

»» Each car you hit gives you a 1x multiplier, meaning the quantity of cars you hit is more important than their individual dollar value. You're really going for as big a pile-up as possible, and you can always rest assured that a huge crash makes plenty of cash.

But we're missing one really important factor here – just where does all this destruction happen? Each new circuit and crash junction in *Revenge* is based in a real city – Detroit, Tokyo, Hong Kong or Rome. We're not talking *Project Gotham* authenticity here, though – as *Revenge* is a very different kind of racer, the tracks have been tailored for car combat and also feature some surprising twists.

"We had to make sure that the racing circuits maintained those core *Burnout* qualities, like great corners to drift around and cool areas to battle in, but we needed to add something new like jumps and escape routes", says Emily Newton Dunn. "You'll often be hammering down a section and get slammed off-course onto a new route you never new existed."

The Rome circuit looks gorgeous, and includes a sprawling combination of alternate routes. Some are quite obvious, but breakable fences or crates that you can smash through sneakily conceal the others. Because there's no in-game map either, practice, exploration and chasing down rival cars will be the only way to find all the escape routes.

We're really excited about *Burnout: Revenge*. It takes all the pure aggression from *Burnout 3* and ramps it up to the next level, with loads of new features and the unbelievably fun Traffic Attack mode. *Revenge* also benefits from a darker attitude, thanks to grittier and more realistic graphics. Those sweaty, sleepless nights are on their way back. To be honest, we can't wait.

↑ This is what we like to see – a lot of muscle being put to good use. But who will get the takedown?

BURNOUT FAKEDOWN: THERE AREN'T ANY REAL CARS IN BURNOUT, BECAUSE REAL CAR MANUFACTURERS DON'T LIKE TO SEE THEIR PRECIOUS PRODUCTS SMASHED INTO TINY SPLINTERS AND SCATTERED OVER A ROAD...

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Heroes of the Pacific

The small-screen version of Pearl Harbor. Only good

Dev: IRGurus	Pub: Codemasters
Release: September 05	Live: 1-8 players
Players: 1-2	

0 Percentage Complete 80 100

We're all for a sly dig at the Americans now and again (even if they did save our asses in World War II), so we were pleased to see that the presentation of this ace flight shooter has its tongue firmly in its cheek from the outset. Mock TV newsreels, propaganda posters, and an excellently authentic front-end menu system take you back to the summer of 1941.

You can jump straight into the instant action, or start the extensive Campaign mode - the action is just as visceral. Plane controls are simple and intuitive to get to grips with, and definitely on the arcadey side of the stick. Throughout each of the 26 missions there are a wide range of objectives throughout the Japanese theatre of war, allowing players to choose between fighters, dive bombers, and torpedo specialists. Battles are hectic, hellish affairs, and with over 150 planes in the sky at any one time, this is one of the most frantic shooters we've ever played.

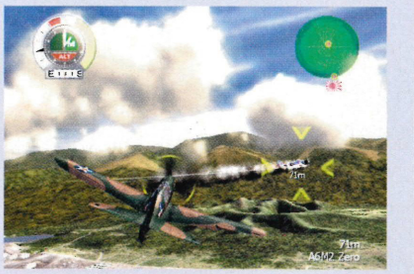
A neat feature of *Heroes of the Pacific* is the ability to control up to four wingmen at any one time, thanks to another handy menu system - and boy does it help in the middle of these missions. Multiplayer is on offer in both two-player split screen form, and thankfully Xbox Live, where up to eight players can dogfight to the death, like real men. There's no word yet on whether bots will be available online, but the sheer ferocity of the offline campaign should compensate for this. Check out the full review next issue.

↑ Bonus points are awarded for hitting 'chutes.

↑ Bandits high!

↑ Quite literally coming out of the sun.

↑ Every mission brings a frenetic firefight.



↑ Your buddies will mop up surplus targets.

Darkwatch

Taking a monster bite out of the FPS market

Dev: High Moon Studios	Pub: Ubisoft
Release: September 05	Live: 2-16 players
Players: 1; 1-2 Split	

0 Percentage Complete 80 100

AFTER MOSEYING through the ghost town of publishing limbo for the last couple of months, the stunning-looking western/vampire/zombie-blaster *Darkwatch* is almost ready to finally get off its horse and drink its blood this Autumn. Players don the rotting chaps of Jericho Cross, a train robber turned half-bloodsucker by a bite from an ancient vampire lord. After a wave of evil is unleashed on the now even wilder west, Jericho teams up with the mysterious Darkwatch cult to combat the teeming prairies of undead all baying for his blood.

It's not just the unique storyline that makes *Darkwatch* stand out from the crowd, however, although the intriguing blend of genres certainly helps. Gameplay is split between frantic on-foot action and rollicking horse-mounted gunplay, something we haven't seen enough of since last year's *Red Dead Revolver* (Issue 30, 8.5). Great-looking Havok physics mean your awesome arsenal of dual pistols, crossbows and rocket launchers quite literally blow the seemingly endless waves of undead to pieces. These brilliantly fun physics are apparent when Jericho must use the environment to his advantage too. Expect bell towers, saloon doors and any other wild west cliche to be destroyed by your smoking guns. Players can also use their inherent vampire skills to momentarily improve their killing ability, by gaining access to special powers and using weapon-specific melee attacks - the possibilities of which are blood-drippingly brutal.

The multiplayer incorporates loads of features from the single-player campaign, itself featuring a twisting script and plenty of schlock-horror thrills - buckets of gore and decapitations all round. For something a little different than your average FPS, take a between-the-fingers peep at the upcoming review.

↑ Shoot the barrel to... you get the rest.

↓ Boss battles look mental.

↓ The undead never stop coming.

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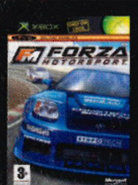

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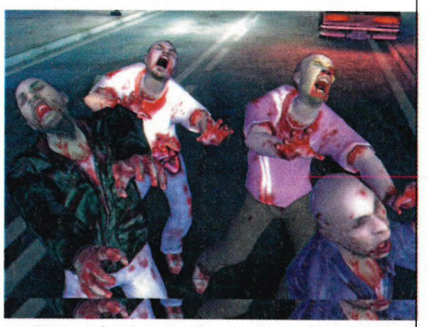
↓ The chicken's burned on the outside, frozen in the centre. Someone suggests petrol, and the whole day goes tits up.

↑ "...Calling out around the world!".

↑ Get 'em in close then blow their brains out.



↑ IKEA midnight openings: a thing of beauty.

Q&A City of the Dead

We munch on the brains of Alex Trowers, lead designer of this gruesome, festering and carnivorous beauty...

Dev: Kuju	Pub: Hip Interactive
Release: March 2006	Live: 2-4
Players: 2-4 Split	

0 Percentage Complete 70 100

Hey guys! We're really pleased to see *City of the Dead*, but tell us - why now, and why zombies?
Zombies are fun. You can do all sorts of terrible things to them with fewer moral consequences than if you were to attempt this stuff on regular humans.

Has George Romero had much say in the game's development, or is he just lending his name to it?
George has full approval over the story. There are George-based titbits in the game, but I'm going to let his fans find them out for themselves.

Tell us a little about the game and what we will be expected to do?
The game itself is a complete action experience. It's all about killing zombies in interesting ways, racking up huge combos and high scores, and, above all, having fun. It's very bold, brash and in your face. It's one of the goriest games made!

Will the zombies be slow and shuffling, or fast and speeding?
We know what zombie fans are like - many prefer their undead a little less athletic. For the most part, the zombies are your classic can't-outrun-a-snail type. Some concessions have been made for the sake of gameplay, however, and we've introduced one or two variations that are able to close the gap on the player and provide him with a little more threat. None of them run though.

Will we only be able to kill zombies with the classic 'head shot', then?
Yeah, zombies only die if their brain is destroyed. For the most part this means head shots, but the use of Havok physics enables us to use anything as a weapon. A zombie can be killed if he hits his head on the wall or if a piece of debris strikes his head. As far as weapons go, we have pistols (dual-wield of course), shotguns (manual pump-action and semi-automatic), machine guns, sniper rifles, spearguns, riot guns and you can even bolt on a shovel for use as an impromptu melee weapon.

At first glance, *COTD* looks like a cousin of the *House of the Dead* and *Resident Evil* games. Is it going to be completely different?
I'd say we'd be considerably closer to *House of the Dead*. But that's where the similarities end. Our non-scripted gameplay ensures that the game is different every time. The player's progress is determined by his acquired skill rather than simply remembering attack patterns.

We've read that the multiplayer games will see human versus zombie fights. How will the game be affected when we're playing as a zombie? And also, when we're playing as a zombie, do we get the chance to infect other players?
Most definitely. The fun part comes just after the bite itself when the newly-infected player has to convince his team-mates that it was, in fact, just a scratch and he'll be fine in a minute so that they don't blow his head off. His movement eventually changes to that of a zombie - slow and shuffling - and his ability to use his weapon is almost entirely hampered. His focus becomes one of feeding on his former team-mates and his bite infects others.

Will we be able to blast zombies' legs off and still have them crawl towards us? Please say yes, please say yes!
Yes. *COTD* features a full dismemberment system. Heads, arms, and legs can all be blasted off with different results. Removing the legs of a zombie drops it to the floor and reduces it to a crawling pace. These crawlers are not to be ignored as every bite is lethal.

Tell us about the role Tom Savini plays in the game.
Tom's role is threefold. Firstly, he's going to tell us how to do the gore. He has said that he wants to make this "the goriest game ever made". If anyone knows how to make things bloody, he's the man. Secondly, he's going to be the commentator and voice-over man. Those shouts of "Perfect Kill!" and "Serial Killer!" are all Tom. Lastly, he's going to be one of the main characters - Red McLean - a hardy survivalist chap who is an old hand at dealing with the undead.

THRILLER KILLER: RUMOURS THAT MICHAEL JACKSON LENT HIS FACE TO BE MAPPED AS A ZOMBIE ARE ENTIRELY UNTRUE AND MADE UP

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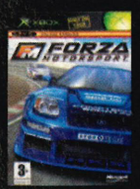

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Rainbow Six: Lockdown

You'll know when you've been tangoed...

Pub: Ubisoft	Dev : Ubisoft
Players: 1-2 Split, Co-op: 2-4 S.Link, Versus: 2-16	
Release: September	Live: 2-4 Co-op; 2-16 Vs
0 Percentage Complete 80 100	

IT'S BEEN a long time since we last got hands-on with Ding Chavez and company, but it's been worth the wait.

For the first time, the *Rainbow Six* series branches out into three different styles of game play. The first two make up the new campaign mode. Ding Chavez's missions will be most familiar to Clancy fans. You control a squad of up to three members of the *Rainbow Six* team using quick menu or voice commands in an attempt to infiltrate enemy territory or neutralise hostage sieges.

The biggest revolution here is the new HUD. It looks like a special-ops visor with projected indicators for ammo, health, grenades and even visibility. There's also a battery-powered heartbeat detector that will highlight nearby enemies for a limited time. While the visor is less intrusive than in previous builds, there's still something a bit *Robocop* about it, especially on Easy mode where square targets appear around enemies. At least this can be turned off and all the information is well presented.

Ding's team has also had a makeover. Following a tough recruitment drive, *Rainbow Six* has grown to 12 members! You don't get to choose who you take with you on each mission, but Ding and Dieter Weber are always in play.

Dieter's missions are the second gameplay style in *Lockdown*. You'll often jump into the German sniper's army boots and use your high tech WT2000 rifle to protect the rest of the team from an isolated position. You can't leave the area and usually have a very tight time limit to protect everyone.

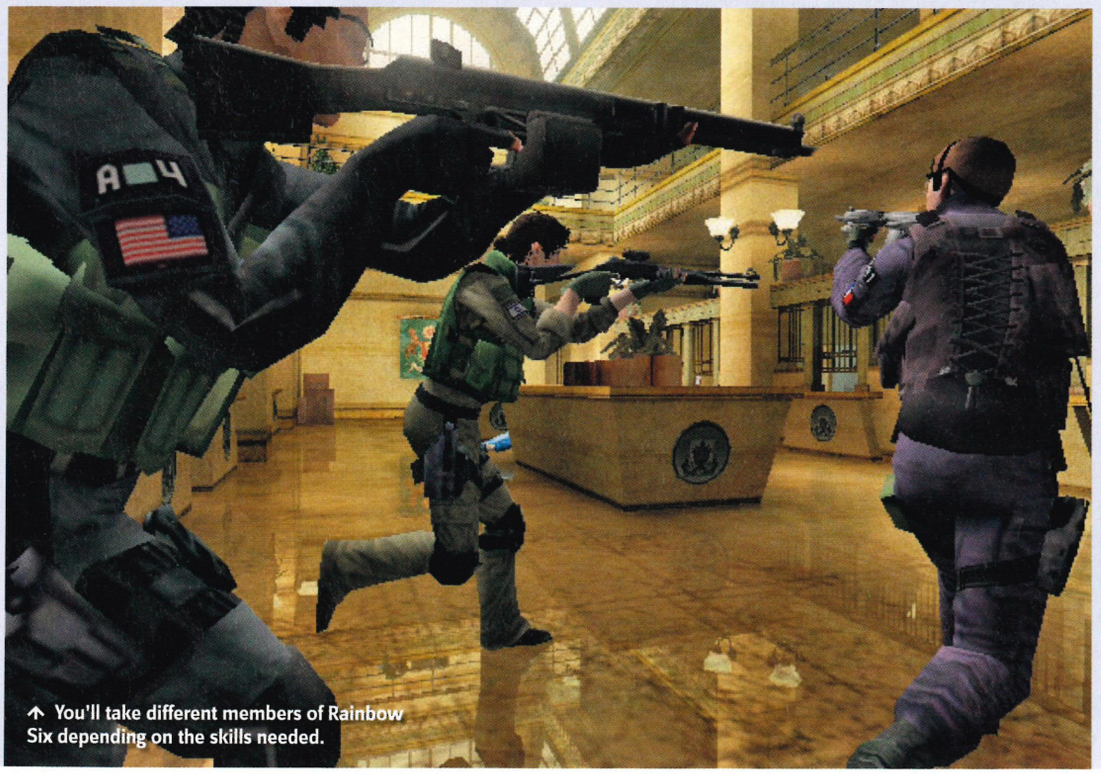
↓ The bank siege is one of the first missions in *Lockdown*.

The third gameplay style is easily the most radical. Titled 'Persistent Elite Creation', this online mode lets you create a unique counter-terrorist and tool him up with everything from weapons and armour to new uniforms and team insignia. Earn enough experience by winning battles and you'll also be able to train your Elite with various skills.

Having a character that improves the more you play on Xbox Live is a fantastic incentive. It's especially good because there are so many options, which means you can create a totally unique individual that suits your play style.

Rainbow Six: Lockdown is going to be huge on Live, but with 14 campaign missions it should also offer great entertainment for lone guns.

↑ The HUD indicates when a friend is in the firing line.


↑ You'll take different members of Rainbow Six depending on the skills needed.

HIGH MAINTENANCE

Fighting terror ain't cheap

KEEPING YOUR created Elite tooled up and ready for action can be quite expensive. Winning battles on Xbox Live earns you cash and experience, but your weapons wear out after multiple uses, so you'll have to spend money to maintain and repair them on a regular basis. Thankfully, you don't have to pay for ammo, but grenades will make a serious hole in your bank balance as well as your enemies.

LA Rush

Feel the rush like a heart attack!

Official Xbox Magazine EXCLUSIVE SCREENS

Dev: Midway	Pub: Midway
Release: Autumn	Live: No
Players: 1-2 Split	

0 Percentage Complete 80 100

IT'S NOT enough to just be fast. You have to look cool too. Oh, and jump off skyscrapers. While crashing through well-known landmarks, such as the giant Hollywood sign.

That's the essence of Midway's *LA Rush*, a kind of *Midnight Club* on yet more drugs, with ultra-slick motors performing the kind of mad, crazy stunts even Herbie would probably think twice about. And boy, is it fast.

'Realism' has been shoved aside in favour of true arcade racing, over-the-top jumps and the sort of drift cornering fans of *Sega Rally* wet themselves over. As generic a racer as *LA Rush* might be in some respects (free-roaming city, car-modding, the endless quest to earn 'respect'...), there's still a freshness and energy here we haven't seen since the likes of *Burnout 3: Takedown* (Issue 34, 9.4).

The other thing we like about *LA Rush* is its trashy storyline - 30 cars from your private collection have been stolen by a rival gang, and must be reacquired, preferably while trashing as much of their stuff as possible. Because if driving things fast is cool, driving things fast through collapsible buildings has to be even cooler still.

The tiresome street-speak will make you wince, and there's no Live, but you've got to take the rough with the smooth - and this is...

↑ You play a man who owns 30 cars, recently nicked by pikey scum.

↑ Pimp UR ride 2 earn RESPEC. Blood.

↑ You'll spend large amounts of time avoiding the filth.

Gauntlet: Seven Sorrows

Blue Elf needs Xbox badly

Official Xbox Magazine EXCLUSIVE SCREENS

Xbox LIVE PLAYABLE

Dev: Midway	Pub: Midway
Release: Winter	Live: 1-4 players
Players: 1-4	

0 Percentage Comple 70 100

SEVEN SORROWS, the Xbox Live update of classic arcade smash *Gauntlet*, continues to make pleasing progress, resulting in a game that should put the fan back into fantasy hack-and-slash come its release this winter.

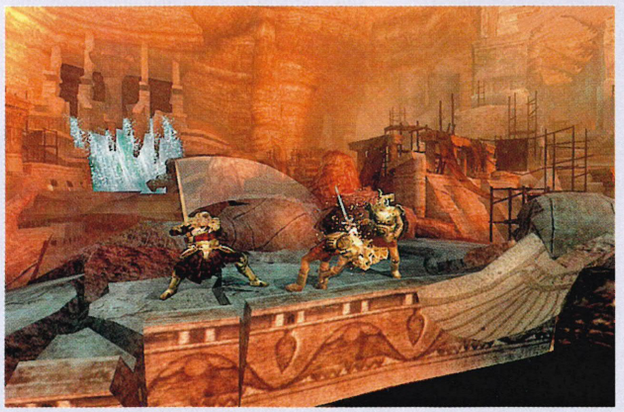
The concept is simple - convoluted plot about homicidal emperors and ancient prophecies aside - take six fantasy staples (Wizard! Warrior! Valkyrie! Elf! Plus two as-yet-undisclosed characters!) and let them hack, slash, lightning-bolt and potion-sup their way through a beautifully constructed fantasy world full of skeletons, trolls and other assorted nasties.

Add a clever skill concept known as the 'Junction' system, that lets different characters combine their powers for new, even more devastating attacks, and make the whole thing play co-operatively with up to four players at a time over Live. So, all the fun of the arcade original then, only at home, on your Xbox, on Live.

Better still, *Gauntlet: Seven Sorrows* plans to foster a whole online community of adventurers, where likeminded individuals can band together, fight monsters and trades treasures and special items between themselves, creating an almost massively multiplayer online RPG feel to the game. We're not exactly sure how it's going to work yet, but it's a much needed (and much overdue) concept for Xbox Live games in general.

And just to round things off, the man behind it all is none other than John Romero, the legendary creator of *Doom*, so if that's not enough to twinge your sword arm into a reflexive swipe, we don't know what is. Look out for more slash-happy info in future issues of *OXM*.

↑ John Romero says: "I will make *Gauntlet* good again!"



↑ Combine your powers and bash up monsters real good - on Live!

↑ Brace yourselves - they're making another *Gauntlet* game...

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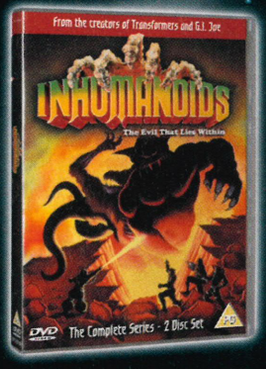

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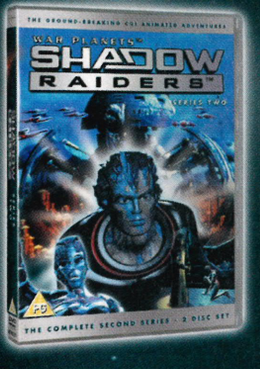

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METRODOME

The Suffering: Ties That Bind

No longer suffering in silence...

Official Xbox Magazine EXCLUSIVE SCREENS

Dev: Surreal Software	Pub: Midway
Release: Autumn 2005	Live: None
Players: 1	

0 Percentage Complete 70 100

SOME PEOPLE have it tough in life. Torque, star of the first instalment of the excellent *The Suffering* (Issue 29, 8.0), hasn't been blessed with the most fortunate of lives. As if being wrongly imprisoned wasn't bad enough, seeing his family die at the end of the last game was just the impetus to push him right over the edge. Relentlessly pursuing the grand manipulator (Caleb Blackmore) responsible for their fate, Torque once again comes up against a whole host of twisted characters and corpses in this sadistic shooter that's definitely not for the faint-hearted.

Atmospheric flashbacks give us disturbing glimpses of Torque's past, and when coupled with the dark, dank prison and slum environments of a dystopian Baltimore, are enough to have anyone reaching for the Prozac. Once again, players have certain morality choices to make throughout their quest, which in turn have a defining effect on events later on in the game. See that junkie lying in the gutter? Leave him be and feel good about yourself, or blow his brains out and live with the torment - it's up to you. These alter Torque's flashbacks, which in turn then affect his current mental state, and thus how he deals with certain scenarios. Quite a bit deeper than your average shooter, eh?

As a direct result, Torque has multiple levels of sanity. Get him chicken oriental enough and he'll unleash his 'inner demon', a fearsome and massively destructive creature that acts as a smart-bomb game mechanic. Players can alter the bloodthirstiness of this demon by ramping up Torque's insanity levels (achieved through being completely merciless and sadistic to enemies and innocents alike), though they'll then have to live with the consequences. Again, this level of choice and gameplay variation isn't found in a lot of straight first-person shooters, but it looks like a refreshing break from the norm.

Far from being a straight sequel, *The Suffering: Ties That Bind* has really just tweaked the gameplay of the original. Your inventory has been streamlined and is more intuitive, and Torque now moves a lot more smoothly. He's packing a much bigger arsenal of weapons too, which is definitely a good thing, because enemy AI is tougher and smarter than a Royal Marine with a PhD in astrophysics. We enjoyed the innovative gameplay and brazen gore of the first *Suffering* title, so it's a fairly safe bet that we're going to love this top-looking blaster too. Book that appointment with your therapist for the game's release in September.

↑ If you can't beat the demons, join them by changing into one.

↑ Remember kids: prison is bad!

↑ Think *Silent Hill*, but with far bigger guns...

↓ The sequel's even more disturbing than the original.

! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!

WIN! Exclusive GTA BMX!

Snatch and grab this official GTA money-can't-buy prize for free!

TO CELEBRATE the release of the 18-certificate *GTA: San Andreas* on Xbox (as well as its 9.6 score last issue), we've teamed up with the Rockstar guys to give away this exclusive custom-built *GTA: San Andreas* BMX, great for pulling tricks over the roofs of cop cars, or making quick getaways down side streets. Potentially.

Specially designed for the release of the game, this one-off BMX is decked out with jet-black frame, wheels, hubs, stems, cranks, handlebars – the works. Just climb on with your low-slung jeans, and you're laughing.

We're also giving away exclusive CD boxsets of the *San Andreas* soundtrack, featuring over 80 urban, dub, hip-hop, and classic dad-rock tracks. And, if that weren't enough, we've got some very special *GTA* socks too, ideal for wearing with your skate shorts as you show off on the BMX.

For ten runners-up, we've got a soundtrack boxset (and some socks), while the winner rides away with soundtrack, socks, and that all-important BMX you just can't buy in the shops...

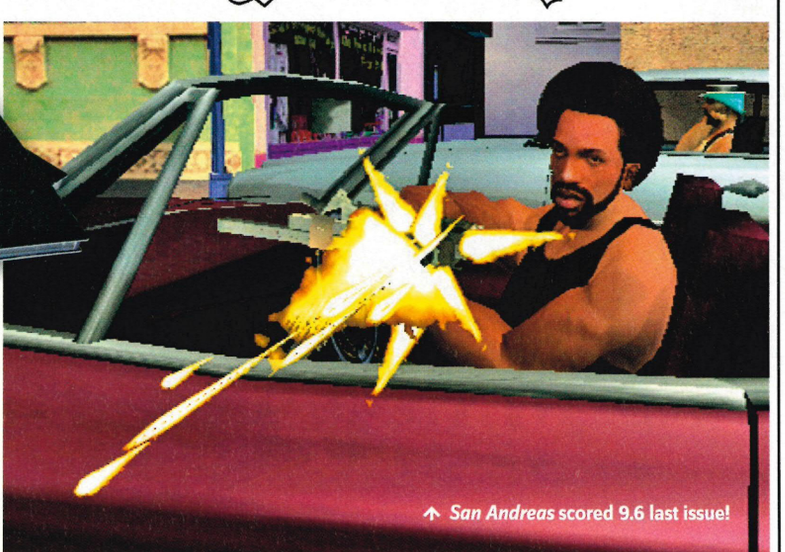
So, how do you become that lucky winner then? Easy – just answer this simple question: What is the first vehicle used in the first mission in *Grand Theft Auto: San Andreas*? Then, in no more than 20 words, tell us why you deserve this one-off BMX above everyone else. Send your entries on a postcard to:

Gangsta's Paradise
Official Xbox Magazine
99 Baker Street
London
W1U 6FP

Entries must reach us by Friday 22nd July at the latest, and the editor's decision is final.

↓ **Be the envy of every gamer in the world!**

grand theft auto
San Andreas™



↑ ***San Andreas* scored 9.6 last issue!**

! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!

MORE GTA ANYONE? IF YOU CAN'T GET ENOUGH OF GTA, TURN TO PAGE 116 FOR A MASTERCLASS ON ALL THE ACTION

GOLDEN JOYSTICK AWARDS 2005

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Kingdom Under Fire: Heroes

We could all be heroes, and for more than one day...

Dev: Phantagram	Pub: Deep Silver
Release: October 05	Live: 2-6 players
Players: 1	

0 Percentage Complete 70 100

WE'VE SLAIN Orcs with a giant warhammer. We've rained death from above with our squads of skilled archers. We've cast down giant scorpions with fireballs from our fingertips. We're visibly shaken by the experience, dripping with sweat and almost tasting the elf-blood splattered on our faces. A follow up to cult hit *Kingdom Under Fire: The Crusaders* (Issue 34, 8.9), *Heroes* looks set to deliver another stunning axe-smash in the face of other Xbox actioners.

The same mix of full-on third-person slash 'em up and meticulous strategy, the sequel incorporates loads of new features. The original four warlords do feature in the single-player campaign, although not as playable characters. Instead, seven new leaders are available, who featured as NPCs in the original, such as Gerald's bodyguard Rupert and super-tough ogre General Urukubarr. The action takes place five years before *The Crusaders*, though once again each character has an interweaving storyline. Missions incorporate specific objectives, like laying siege to a castle or scouting for traps, and the game clocks in an impressive 50-odd Campaign missions, not to mention the additional Custom ones.

As players progress they'll earn XP to learn additional fighting moves and recruit more than 35 types of unit. Co-ordinating huge battles remains simple, but you'll need nerves of steel to effectively switch between units and assign them targets in the heat of battle. New, improved environments and terrain mean battles are more than just an eyes-closed button-mash - moving dragons, positioning your archers in elevated positions, flanking with your cavalry, charging with your infantry and healing everyone with your magical units are all considerations that are much more important this time round.

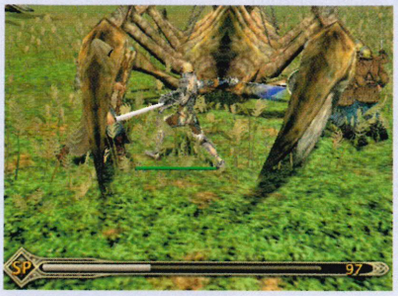
The impressive scale of the first title is carried over, with over 3,000 units in some of the larger battles and up to 200 characters on screen at one time, all impressively animated, scrapping away. The larger units are awesome, and for a game still a fair way off completion it's shaping up to be a corker. Multiplayer has been given its fair share of attention too, catering for up to six players online. Troop Battle is an all out troop-based tear up, Hero Battle is the same deal but with only one General per player, and Invasion modes are more objective based games. It's here the original four players from *Crusaders* join the new characters, bringing the amount of playable Generals to 11 online.

We can't wait for this. It looks awesome. It plays awesome. It's gonna be awesome online. Look out for the full review in a couple of issues.

↑ The up-close-and-personal combat is just as visceral.

↑ Dark forces are deliciously vile yet awesomely powerful.

↑ Quick combos are the way forward.



↑ You come in here, giving it all that...

Chaos Theory

Keep an eye on your other units, and go to them if need be.

Your enemies' health, and the overall status of the units you're engaging.

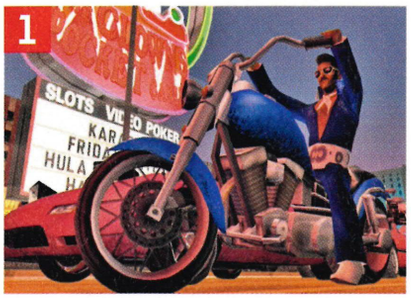
Your forces, and the target they're currently charging at. No mercy!

The skill point meter. Combat builds your total, though magic depletes it.

I NEED A HEROINE: THE GALLANT ELLEN RETURNS AS A PLAYABLE CHARACTER, BUT SHE'S A GOOD DEAL TOUGHER THAN SHE WAS IN CRUSADERS

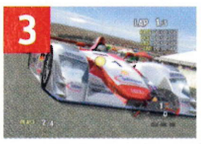
Charts

The ten best-selling games in the UK



1 GRAND THEFT AUTO: SAN ANDREAS
Dev: **Rockstar North**
Pub: **Rockstar**
There was never any doubt this awesome actioner would blast its way straight to the top. Expect to see other titles fighting for second place for a long time to come.

2 STAR WARS EPISODE III: REVENGE OF THE SITH
Dev: **The Collective** Pub: **LucasArts**
Taking its place at *GTA*'s side, this didn't receive stellar praise but still soars like a Republic fighter.



3 FORZA MOTORSPORT
Dev: **Microsoft** Pub: **Microsoft**
Still holding a firm podium position in third is this stunningly deep, realistic racer, thanks to its bumper career and Live multiplayer modes.

4 AREA 51
Dev: **Midway** Pub: **Midway**
A hefty ad campaign sees this average shooter infiltrate the upper echelons of the charts, but its secret technology won't fool you for much longer.

5 WWE WRESTLEMANIA 21
Dev: **Studio Gigante** Pub: **THQ**
Straight off the top rope, the most comprehensive wrestling title on Xbox makes a splash with the public. Bad mullets and baby oil not included.

6 LEGO STAR WARS
Dev: **Traveller's Tales** Pub: **Eidos**
Amazingly, this brick-building blockbuster is still holding it's own against the heavyweight titles above it. A top kids' adventure.

7 SPLINTER CELL: CHAOS THEORY
Dev: **Ubisoft Montreal** Pub: **Ubisoft**
Silently climbing rung by rung, has anyone else even noticed the Fisherman clambering back up the charts? A thoroughly deserved effort though.

8 JADE EMPIRE
Dev: **BioWare** Pub: **Microsoft**
There's still plenty of scope left in this awesome RPG to keep it high-kicking the opposition away and remain in a strong position. Buy it now!

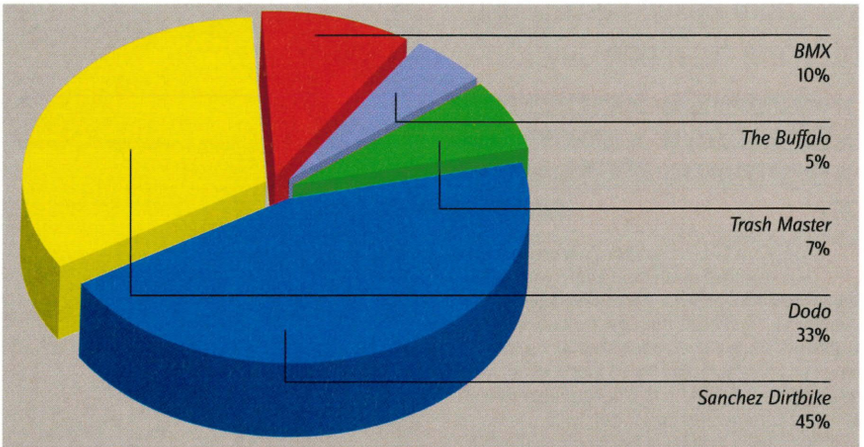
9 CHAMPIONSHIP MANAGER 5
Dev: **Gusto Games** Pub: **Eidos**
The new season is only a matter of weeks away, but this latest (as in last year's) version of the management sim won't take its touchline ban.

10 DOOM 3
Dev: **id/Vicarious Visions** Pub: **Activision**
A marvel of monster-mashing proportions, we'll bid a fond farewell to this fantastic shooter. Till the expansion pack comes out, at least...

Virgin megastores Virgin Megastores sponsors the charts.

The hot topic You answer the burning question...

What's your favourite vehicle in *GTA: San Andreas*?

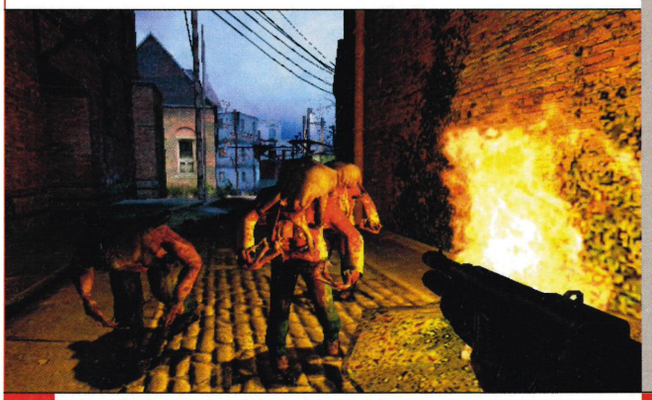


If you've been playing as much *Grand Theft Auto* as we have, no doubt you'll have discovered some of the hundreds of different vehicles CJ can commandeer and control. We plumped for the Dodo, but we guess the freedom and robustness of the Sanchez won your hearts. Make your opinion heard by logging on to our forums at www.officialxboxmagazine.co.uk

Your most wanted

sms @

THIS CHART IS composed entirely from the entries you send in and shows the upcoming games you're most excited by. We can then fill the mag with the news, previews and features you most want to see!



↑ TO VOTE FOR your favourite upcoming game, text 'MW: Game Name' to 0778 148 2669 (standard network rates apply), or email us at staff@futurenet.co.uk with subject line 'MW'.

After being suspended by a gravity gun in front of our faces for so long now, it's getting so close we can almost smell the imaginary headcrabs perched on our heads. A publisher is rumoured to have been found, so we wants it now!

1 HALF-LIFE 2
Dev: Valve Software **Pub:** TBA **Release:** October 2005

2 STAR WARS BATTLEFRONT II
Dev: Pandemic **Pub:** LucasArts **Release:** Q3 2005

3 BURNOUT: REVENGE
Dev: Criterion **Pub:** EA **Release:** September 2005

4 CALL OF DUTY 2: BIG RED ONE
Dev: Spark **Pub:** Activision **Release:** Q4 2005

5 THE INCREDIBLE HULK: ULTIMATE DESTRUCTION
Dev: Radical Games **Pub:** Vivendi Universal **Release:** September 2005

6 BATTLEFIELD 2: MODERN COMBAT
Dev: DICE **Pub:** EA **Release:** September 2005

7 TONY HAWK'S AMERICAN WASTELAND
Dev: Neversoft **Pub:** Activision **Release:** Autumn 2005

8 CONFLICT: GLOBAL TERROR
Dev: Pivotal Games **Pub:** SCi **Release:** September 2005

9 TOM CLANCY'S GHOST RECON 2: SUMMIT STRIKE
Dev: Red Storm **Pub:** Ubisoft **Release:** August 2005

10 KINGDOM UNDER FIRE: HEROES
Dev: Phantagram **Pub:** Koch Media **Release:** Autumn 2005

OUR SHOUT

The Incredible Hulk: Ultimate Destruction
If you've already furiously smashed your way through our awesome exclusive demo, you'll appreciate just how much fun this latest bout of anger-management can be. We're cracking our giant green knuckles for this one - full review next issue.

Xbox Game Releases

The forthcoming games you need to know about

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
July	Brian Lara International Cricket	Swordfish Studios	Codemasters	45
	Charlie and the Chocolate Factory	High Voltage	Take 2	42
	Cricket 2005	EA	EA	44
	Fantastic Four	7 Studios	Activision	40
	King of Fighters 2002	SNK Playmore	Ignition	45
	King of Fighters Maximum Impact: Maniax	SNK Playmore	Ignition	45
	Sid Meier's Pirates	Firaxis	Atari	44
	Worms 4: Mayhem	Team 17	Codemasters	44
August	187 Ride or Die	Ubisoft	Ubisoft	43
	25 to Life	Avalanche	Eidos	N/A
	America's Army: Rise of a Soldier	Secret Level	Ubisoft	41
	Blazing Angels: Squadrons of World War 2	Ubisoft	Ubisoft	43
	Call of Cthulhu	Headfirst	Take 2	42
	Dead To Rights II	Namco	EA	44
	Ford Mustang: 40th Anniversary Edition	Eutechnyx	Take 2	N/A
	Tom Clancy's Ghost Recon 2: Summit Strike	Red Storm	Ubisoft	45
	Madden NFL 06	EA	Tiburon	N/A
	Pilot Down: Behind Enemy Lines	Kuju	Oxygen Interactive	N/A
	The Incredible Hulk: Ultimate Destruction	Radical Ent.	Vivendi	43
	Total Overdose	Deadline Games	SCi	43
September	Battlestations: Midway	Mithis	SCi	43
	Cacpom Classics Collection	Capcom	Capcom	N/A
	Commandos Strike Force	Pyro Studios	Eidos	44
	Crime Life: Gang Wars	Hothouse Creations	Konami	41
	Evil Dead Regeneration	Cranky Pants Games	THQ	44
	Fahrenheit	Quantic Dream	Atari	42
	Far Cry Instincts	Ubisoft	Ubisoft	44
	Half-Life 2	Valve	Vivendi	42
	Heroes of the Pacific	IRGurus	Codemasters	44
	King of Fighters 2003	SNK Playmore	Ignition	N/A
	Kingdom Under Fire: Heroes	Deep Silver	Phantagram	43
	Marc Ecko's Getting Up	The Collective	Atari	43
	Midway Arcade Treasures 3	Digital Eclipse	Midway	N/A
	Mortal Kombat: Shaolin Monks	Paradox	Midway	41
	Moto GP: Ultimate Racing Technology 3	Climax	THQ	41
	Ninja Gaiden Black	Team Ninja	Microsoft	44
	Rainbow Six 4: Lockdown	Red Storm	Ubisoft	38
	Samurai Showdown 5	SNK Playmore	Ignition	N/A
	Scooby-Doo! Unmasked	THQ	THQ	N/A
	Spartan: Total Warrior	Creative Assembly	Sega	42
	Stacked With Daniel Negreanu	TBA	5000ft	N/A
	Super Monkey Ball Deluxe	Sega	Sega	41
	The Sims 2	Maxis	EA	43
	The Suffering: Ties That Bind	Surreal Software	Midway	41
	Ultimate Spider-Man	Treyarch	Activision	44
	World Racing 2	Synetic	TDK	N/A
	Yeti Sports Arctic Adventures	Edelweiss	JoWood	45
October	Aeon Flux	Terminal Reality	Majesco	N/A
	Bully	Rockstar	Rockstar	N/A
	Call of Duty 2: Big Red One	Gray Matter Studios	Activision	43
	LMA Manager 2006	Codemasters	Codemasters	42
	Marvel Nemsis: Rise of the Imperfects	Nihilistic	EA	42
	The Nightmare Before Christmas	Capcom	Capcom	41
	TimeShift	Saber Interactive	Atari	40
	Zathura	High Voltage Soft.	Take 2	N/A
Autumn	Advent Rising	GlyphX	TBA	41
	Battlefield 2: Modern Combat	Digital Illusions	EA	44
	Beat Down: Fists of Vengeance	Capcom	Cavia	N/A
	BloodRayne 2	Terminal Reality	TBA	42
	Castlevania: Curse of Darkness	Konami	Konami	44
	Conflict: Global Terror	Pivotal Games	SCi	45
	Crash Tag Team Racing	Radical Ent.	Vivendi	N/A
	Creature Conflict: The Clan Wars	Mithis Entertainment	Ascaron	41
	Darkwatch	High Moon Studios	Ubisoft	45
	FIFA Football 2006	EA	EA	N/A
	Frogger: Ancient Shadow	Hudson Soft	Konami	N/A
	Gene Troopers	Playlogic	TDK	N/A
	Hitman: Blood Money	Io Interactive	Eidos	38
	LA Rush	Midway	Midway	45

THE WISH LIST

DESPITE US providing the most comprehensive release schedule around, we all know game release dates change quicker than Andy's hair. Tell us what you're waiting for – send your top five to staff@futurenet.co.uk.

SUPER MONKEY BALL DELUXE

We gave it 8.6 when we reviewed it back in Issue 41, but delays in translating the game for Europe has meant this classic party game has been pushed back until September. Noooooo!! We want it NOW!

THE MOVIES

Keep an eye out over the summer for the first concrete details on the next game from Peter '*Fable*' Molyneux. We've been told it'll definitely be out this year, so fingers crossed it turns out to be just as ace as *Fable* was.

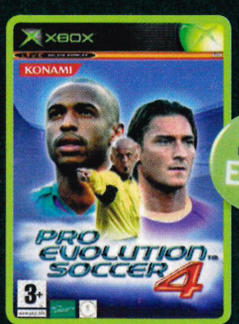
DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
	NBA 2K6	Visual Concepts	Take 2	N/A
	NBA Live 06	EA	EA	N/A
	NHL 2K6	Kush Games	Take 2	N/A
	Pro Evolution Soccer 5	Konami	Konami	45
	Psychonauts	Double Fine	TBA	45
	Rugby Challenge 2006	Swordfish Studios	Hip Interactive	N/A
	Serious Sam 2	CroTeam	Take 2	43
	Shrek SuperSlam	Shaba Studios	Activision	N/A
	Star Wars Battlefront II	Pandemic	LucasArts	42
	StarCraft: Ghost	Swingin' Ape Studios	Vivendi	23
	Tak: The Great Juju Challenge	Avalanche Software	THQ	N/A
	Teenage Mutant Ninja Turtles 3	Konami	Konami	N/A
	The Godfather	EA	EA	44
	The Incredibles: Rise of the Underminer	Heavy Iron Studios	THQ	N/A
	The Movies	Lionhead Studios	Activision	16
	Tony Hawk's American Wasteland	Neversoft	Activision	44
	True Crime 2	Luxoflux Corp.	Activision	N/A
	Ty the Tasmanian Tiger 3	Krome Studios	Activision	N/A
	Without Warning	CiRCLE Studio	Capcom	44
	X-Men Legends 2: Rise of Apocalypse	Raven Software	Activision	N/A
Winter	50 Cent: Bulletproof	TBA	Vivendi	44
	And 1 Streetball	Ubisoft	Black Ops	N/A
	Black	Criterion	EA	45
	Blitz: The League	Midway	Midway	N/A
	Brothers In Arms: Earned in Blood	Gearbox Software	Ubisoft	44
	Burnout: Revenge	Criterion	EA	45
	Chicken Little	Buena Vista Games	Buena Vista	N/A
	Dynasty Warriors 5	Omega Force	Koei	N/A
	Final Fight: Streetwise	Capcom	Capcom	44
	From Russia With Love	EA	EA	44
	Full Spectrum Warrior: Ten Hammers	Pandemic	THQ	44
	Gauntlet: Seven Sorrows	Midway	Midway	45
	Gun	Neversoft	Activision	N/A
	Harry Potter and the Goblet of Fire	EA	EA	N/A
	Highlander	SCi	SCi	N/A
	Just Cause	Avalanche	Eidos	N/A
	Need for Speed: Most Wanted	EA	EA	44
	Panzer Elite Action	Zootfly	JoWood	41
	Peter Jackson's King Kong	Ubisoft	Ubisoft	44
	Prince of Persia: Kindred Blades	Ubisoft	Ubisoft	43
	Shadow the Hedgehog	Sega	Sega	42
	Ski Racing 2006	Coldwood Interactive	JoWood	N/A
	SSX On Tour	EA	EA	44
	Stargate SG1: The Alliance	Perception	JoWood	43
	Stubbs the Zombie in Rebel Without A Pulse	Wideload Games	TBA	43
	Superman	Tiburon	EA	40
	The Chronicles of Narnia	Traveller's Tales	Buena Vista Games	N/A
	The Curse of the Were-Rabbit	Frontier	TBA	N/A
	The Matrix: The Path of Neo	Shiny Entertainment	Atari	44
	The Warriors	Rockstar	Rockstar	44
	TOCA Race Driver 3	Codemasters	Codemasters	43
	Tom Clancy's Ghost Recon 3	Ubisoft	Ubisoft	45
	Tomb Raider: Legend	Crystal Dynamics	Eidos	44
	Winback 2: Project Poseidon	Omega Force	Koei	N/A
	Zombies	Krysalide	TBA	41
2006	6GUN	BattleBorne	TBA	42
	American McGee Presents Bad Day LA	Enlight Software	TBA	N/A
	City of the Dead	Kuju Entertainment	Hip Interactive	45
	Close Combat: Red Phoenix	Destineer	Take 2	N/A
	DogTag	Diezel Power	Digital Jesters	N/A
	Driver 4	Reflections	Atari	N/A
	Family Guy	TBA	Take 2	N/A
	Fear & Respect	Midway	Midway	38
	Interview With A Made Man	SilverBack Studios	TBA	30
	Rogue Trooper	Rebellion	SCi	39
	Roll Call	Rocksteady Studios	SCi	35
	Scarface	Radical Ent.	Vivendi	43
	Snow	Frog City Software	Take 2	N/A
	Splinter Cell 4	Ubisoft	Ubisoft	N/A

XBOX CLASSICS

The latest and best of the £19.99 value range

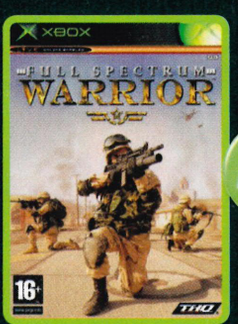
Official Xbox Magazine ELITE

Star Wars Battlefront
Issue 35
Score 9.0



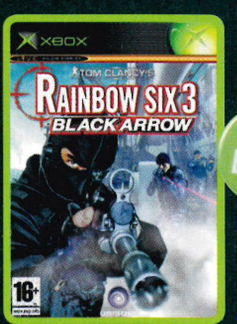
Official Xbox Magazine ELITE

Pro Evolution Soccer 4
Issue 35
Score 9.4



Official Xbox Magazine ELITE

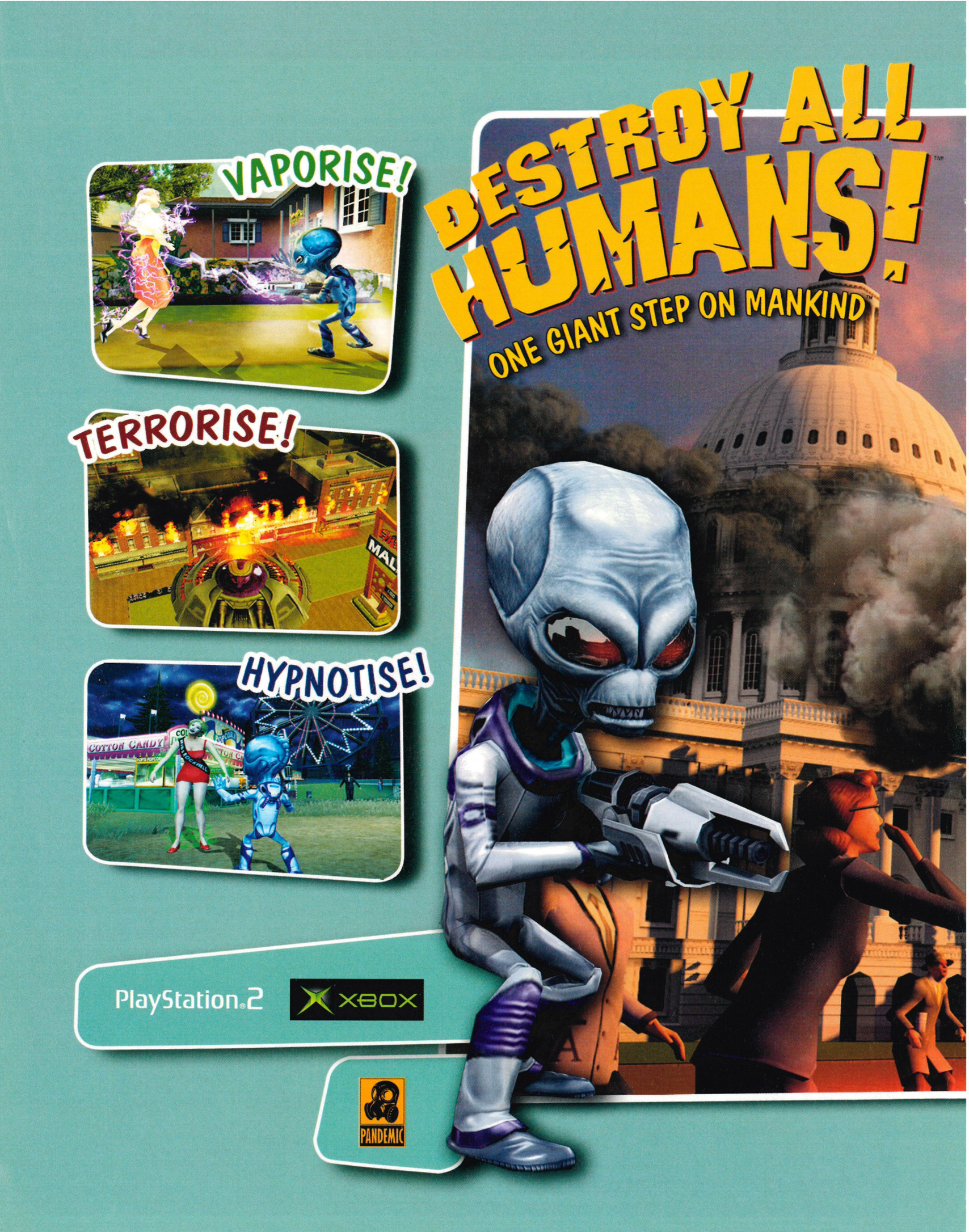
Full Spectrum Warrior
Issue 30
Score 9.2



Official Xbox Magazine ELITE

Tom Clancy's Rainbow Six 3: Black Arrow
Issue 33
Score 9.3

GENERATION NEXT? LOOKING FOR XBOX 360 INFO? TURN TO OUR SPECIAL XBOX 360 ACCESS SECTION STARTING ON PAGE 63 FOR ALL THE NEWS ON THE TITLES CURRENTLY IN PRODUCTION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TERRORISE!
HYPNOTISE!
DESTROY ALL HUMANS!™
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PlayStation.2
XBOX
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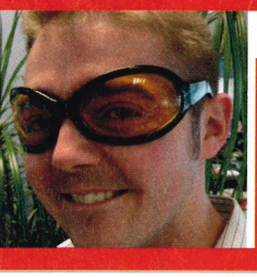

Letters 45 Editor

BEN TALBOT
GAME OF CHOICE: **GTA: SAN ANDREAS**

MY MONOBROW twitches with anticipation for 360, but there's still stacks of great stuff coming to Xbox. This month we 'do' survival horror, girl gamers, crime, punishment and plagiarism. It's a hotbed of intrigue!

YOUR OPINIONS COUNT! Your input here has a direct effect on the content of your *Official Xbox Magazine*, so let us know which games you like or don't like, what you want to see more of or less of in the mag, or just rant by text, mail, forum or email!

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"YOU WERE ALMOST A JILL SANDWICH"

My wife has just bought me a copy of *Cold Fear* for my birthday and I'm beginning to wish she hadn't! The game in itself is a great idea, but the implementation is absolute arse!

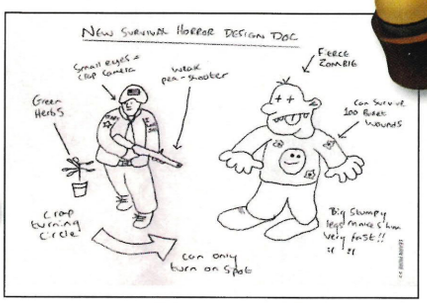
After an hour I simply could not play it any longer for the sake of the contents of my stomach! Okay, slight exaggeration, but I hope the point is made. The camera is terrible, as you can't see clearly ahead in any direction. I noticed that in third-person mode you can't control the camera with the Right thumbstick. Why not? The lack of this function makes the game so much harder! And I don't mean challenging, just awkward.

The other thing I noticed is the way in which the directional controls flip when moving from one screen to the next. You're coming down a flight of stairs with the camera at the bottom looking up. You push down, you go down the stairs. When the camera changes it is now behind you but you're still pushing down to go, in this case, forwards.

Do designers actually get gamers in to test these games and encourage feedback? Surely they know what works and what doesn't.

James Aird, via email

↓ Shouldn't that read *Official Xbox Magazine*? Hmph!



↑ Ben T's original survival horror game concept!

Yeah, but can you name a survival horror game (apart from *Resi Evil 4*) that didn't get away with a few conceits, like being really short on ammo, hit-and-miss aiming and horrible turning-on-the spot controls? To me, artificial difficulty is part of the genre's charm. Try *Obscure*, *Silent Hill 2* and *Project Zero 2* if you want some more. Avoid *Dino Crisis 3* at all costs, though!

MASTER CHAV

Hey guys, I just thought you'd like to see my modded *Halo 2* vehicles. Beats *NFS: Underground*!

Dean Zammit, via email

That's great. Maybe you could also mod Master Chief's armour with croc-skin shoulderguards and a cubic zirconium-encrusted lid. It don't mean a thing if you ain't got that bling.

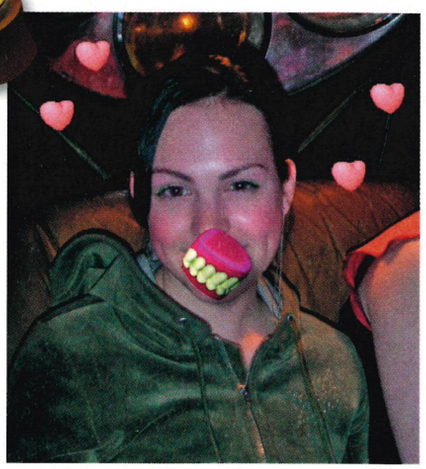
HANDBAGS AT DAWN

So is Microsoft shooting itself in the foot? First we have the awful European MTV show. Wow! All we saw was The Killers plus a lady bringing the Xbox 360 onto the stage in a bag. Groovy!

Next up, we have the backwards-compatible debacle, where only the top games will work on Xbox 360. I really hope that doesn't include *Driv3r*.

Terry Condren, via email

P.S. A picture of Jennifer Ellison or Jessica Alba would cheer me up.



↑ Meet the PMS Clan on page 107!

The MTV show impressed me for one reason. We discovered that the Xbox 360 fits into a girl's handbag, so it must be portable! Don't moan about backwards compatibility just yet, the word from Microsoft is that it's "working hard" to make as many games as possible work. I predict that most actually will. And we don't have a picture of those two, but here's one of the lethal and lovely Medusa from PMS Clan instead. Sigh.

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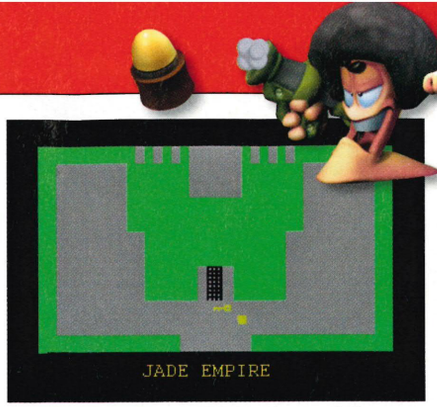
LEAVING ON A JET PLANE

All my life I have loved planes. I have *Yager*, I love flying Banshees and the Dodo in *GTAIII*. So you can imagine how I felt playing *Crimson Skies* on Game Disc 31. I felt the inspiration well up and tried to release it by banging my head against the wall. Then I made this model of the Devastator. You like?

Joe Steele, Cheshire

A sterling effort! I especially like the picture of Sonia from *Eastenders* on the wing (it's meant to be Tala from *Darkwatch* - Ed).



↑ Before Bioware tapped the power of Xbox.

AN EYE FOR DETAIL

Hey! I'm a big fan of your mag, but when I was reading the review for *Jade Empire* I looked at the screens and found that in nearly all of them there's a picture of someone in the top-left corner (your helper I think) and the health, chi and focus bars are different to that in the demo. You might think that I pay too much attention to these sorts of things but it's just bothering me a bit, that's all.

Niall Lucas, Wiltshire

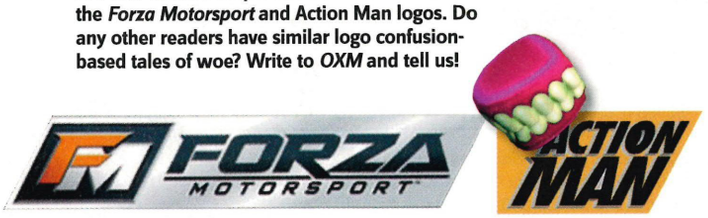
That's nothing - you obviously didn't see the early development screens!

SEPARATED AT BIRTH

I bought a copy of what I thought was *Doom 3* recently. I got home, stripped to my pants, and closed the curtains. This was going to be good. The intro screen kicks in, the game fires up, and then I'm subjected to some shite side-scrolling beat 'em up called *Spikeout*! Call me stupid, but look at the box! They could be done for copyright theft or something! It was well embarrassing going back to explain my mistake!

Dave Taylor, via email

I've also noticed suspicious similarities between the *Forza Motorsport* and Action Man logos. Do any other readers have similar logo confusion-based tales of woe? Write to *OXM* and tell us!



↑ But who makes the best toy soldiers with moveable eyes?

PARENTAL GUIDANCE

I have been married for 14 years and have two lovely children. Yeah, right! Not in the real world. I have a nagging wife, a 13-year-old daughter whose only vocabulary is "whatever", a nine-year-old son who grunts instead of speaking and is glued to his PlayStation 2. As you can see, I am a typical family man with only one escape - my lovely Xbox. We have been together for just over three years now and I managed to acquire 60 games in total. The most recent was *The Punisher*, which got a fairly good review and the film was pretty good too. While playing the game in the only few precious moments I get, my wife reminded me that I had to cut my son's hair! With great pain I had to turn the game off and report to the kitchen. In his usual tone he asked if I would shave the letters 'NOS' into the back of his head. At that moment my mind was still slightly twisted by the effects of *The Punisher*, giving me a wicked idea. I PUNISHED HIM!

Lee Arnell, Hull

Far cooler than having an endorsement of the National Osteoporosis Society on your head. Have you ever considered a change of career? I hear there's good money to be made working at Mr Toppers, especially with novelty haircuts.

↓ See the Worms 4: Mayhem on page 079.

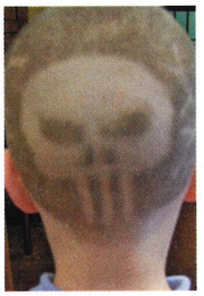
The Church of Xbox

Join the Xbox evangelists!

↓ Don't be a sinner, be a winner!

THIS MONTH'S convert is Martyn Welch from Totnes! A copy of the game of his choice will be on the way via the special *OXM* carrier pigeon. The Reverend was recently excommunicated from the Catholic church but that won't stop him looking for converts - he's crazy! If you want to join the flock, send a photo of yourself and a photocopied Xbox receipt.

↑ Three Lions and one big X.



↑ No one's going to try to pick a fight with him at school.

WORST. REVIEW. EVERRRR...

When I originally saw the score you gave *Halo 2* in *OXM* 36 I was sceptical to say the least - was a game so 'perfect' that it deserved a 10/10? It was after reading the review and some of the negative comments you made about the game, that I realised you had rose-tinted glasses on - ANY negatives in a game would surely mean that it does not deserve the 10/10 mark?

"It is not originality and certainly not the plot... that makes *Halo 2* great", and "In terms of plot, it doesn't fare so well". Does lack of originality and a rubbish plot not deserve to have a few marks knocked off? If not, why is *Project: Snowblind* (*OXM* 40) criticised for its old-fashioned mission objectives and convoluted plot? Or were these not contributing factors to its score of 8.4? If not, then only the lack of ammo leads to a drop in 2.6 points.

"Technically it's nearly flawless, despite some odd occasions where the textures are noticeably mapped on while the scene is already in progress" - So, small though they are, technical deficiencies are also not considerations for a reduction in score. You could argue that the review is subjective and is only the opinions of the reviewer, except for this statement: "One thing I am not at all happy about is the removal of the pistol" - so subjective criticism also does not warrant a loss of score.

Is there anything that does result in losing points? It appears not, in light of the review for *Unreal Championship 2: The Liandri Conflict* in *OXM* 40. I have failed to find a negative comment in this review and yet it scores only 9.2 (I say 'only' relative to the *Halo 2* score). We are given no clue at all as to the reason for this 0.8 drop in score. May I suggest a return to the +/- comments box at the end of the review? This may encourage the reviewer to think about these points.

Anthony Dybacz, via email

Try to think of games reviewing as like making love to a beautiful woman. No one is perfect but you'd still give her ten out of ten if you really loved her. Just imagine how dull games reviews would be if you needed a calculator to add up all the plusses and minuses. Reviewing isn't about statistics, it's about passion and knowledge. *Halo 2* got a ten as a bold statement that it is the best game on Xbox. It's as simple as that.

DIAL 'T' FOR TETSUJIN

Lo dudes, I just wanted to send you guys this picture I took tonight. For a whole week, I've been trying to get up to 100 wins in a row on *Dead or Alive Ultimate*, and after some days of fighting my little fingers off (they are now red and slightly swollen), I've managed to do it!

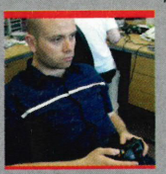
Just thought I'd send it to you to see if you would put it in the mag to see if anyone can beat it?

StuartBailey aka Solid Shigeru, via email »

The OXM team

What we've been up to this month

PHOTOS: PHIL MADGE



GAVIN OGDEN //
EDITOR

MAYBE tomorrow he'll want to settle down. Until tomorrow, he'll just keep moving on. Gav moved house *again* this month... into the silent sanctum of a TV-hating, opera-loving historian.

NOW PLAYING *Forza, DOAU, San Andreas*

PHIL MADGE //
ART EDITOR

A MESSY weekend in Southend for Andy's birthday saw Madge display his customary charm with the ladies - repelling anything within 50 yards with a laughable display of breakdancing.

NOW PLAYING *Pro Evo 4, Forza, Conker*

MARK ROBINS //
DEPUTY EDITOR

MARK 'The Gaffer' Robins dusted off the sheepskin in preparation to coach the *OXM* footy team to victory at the Future summer party. A career change beckons surely...

NOW PLAYING *Pro Evo 4, Brian Lara*

BEN LAWRENCE //
NEWS EDITOR

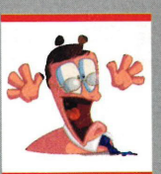
BEN nearly bit the big one whilst on holiday in Greece. Not from dying a horrible, dysentery-addled death from a dodgy kebab though, but from the sting of a deadly scorpion. Yikes!

NOW PLAYING *Worms 4: Mayhem, Conker*

DAN GEARY //
PRODUCTION EDITOR

AN IRISHMAN in the big smoke, Dan did the tourist thing this month and took a romantic trip on the London Eye with his other half. On the hottest day of the year too. Ouch!

NOW PLAYING *Brian Lara Cricket, Conker*



BEN TALBOT //
PRODUCER

BEN'S decided to start his own PMS Clan fan club after meeting them at a tournament month. He's been lamenting his loss in the final - that must've made him look a right twat in front of them.

NOW PLAYING *GTA: San Andreas, DOAU*

MIKE FRANCIS //
ACTING DEP ART ED

SMILING MIKE's been grinning so much recently (due to his current favourite team of the month winning something or other) his skin is now stretched beyond all recognition!

NOW PLAYING *Pro Evo 4, Batman Begins*

ANDY IRVING //
REVIEWS EDITOR

ANDY got into the festival mood at our Woodstock-themed summer bash by refusing to wash for a week, relieving himself in the woods and then passing out in a random tent. Classy.

NOW PLAYING *Conker, Forza, Pro Evo 4*

GOODBYE EVERYONE: THIS IS BEN T'S FINAL APPEARANCE IN OXM - HE'S MOVING TO A RETIREMENT HOME IN SILENT HILL. SHOULD BE NICE. EXPECT HIM TO POP UP LIKE PYRAMID HEAD AT THE WORST POSSIBLE TIME IN THE FUTURE.

Shorts

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@ EMAIL US WITH your rants, hopes and opinions at staff@futurenet.co.uk

sms Hello oxm. love the mag. Thanks 4 telling me about toca 3. Amazing! Screw gran turismo. Why the hell did steve get fired? From Luke. Please dont release my name as my dad would ground me for using words like screw.

You should have read the foul language before we censored this text. Shocking! Steve didn't get fired, just reincarnated for a 'new generation' of games mag.

sms R u guys gonna carry on doin dis mag or r u gonna do d xbox 360 mag? From oli miles

***Official Xbox Magazine* will be around for ages. You don't get rid of us that easily, you know!**

www Watch all the new Hulk vids, this new one speaks for itself. Free roaming uber mess! MoBiUGeArSkIn, from the forum.

↑ Hulk SAD you no like game.

After Andy played through a preview version of this great-looking game, he was an uber-mess too.

sms Come in rainbow six, over? Nothing, hmm. Surely u guys kno something. Go on, tell us.

Um, we know how to swim and tie shoelaces if that helps? *Rainbow Six: Lockdown* will be reporting for duty in September. Read about *Lockdown* with our preview on page 31.

sms From now on can u hav a section of the mag just on XBOX360 news?

One step ahead of you. Turn to page 063 for the full rundown on all things 360.

sms Ps3 is damn ugly did Stevie Wonder design it?! And wot about the boomerang pad? Xbox wins on looks by a mile hope games r as nice. Anybody else noticed all the magic mushrooms dotted around the world of Fable? Funkmunky

Well obviously the guy who designed the PS3 noticed, and took the whole 'interactivity' one step too far. As for Xbox 360 games looking great, rest assured that they will. At least all the videos we've seen are real-time footage, unlike the pre-rendered FMV showcases of certain other consoles we could mention...

@ Dear OXM,
Could you please, please, please, please tell me whether Microsoft are going to make a DOAXBV 2. I mean come on people, some of us are running out of swimsuits here!
John Hatfield, Daventry

Much to the delight of perma-perv Ben T, we'll all be getting jiggy with Kasumi and co on the Xbox 360. Crystal visuals and amazingly realistic physics? Yes please! Mmm, realistic physics...

sms Hi the mag rocks but can u please add posters. Im not askin much its just mi m8 cuts up all the gd ads that shud b used as poster then sticks them on his wall. Please add posters. Cheers. Keep up da ace work! Robert

Which ads were they then? The infamous sex text ones? We do occasionally bundle game posters in with the mag, though (check out the monster Sam Fisher poster we did a few issues back), and we'll certainly do our best to carry on delivering other suitable material with which to cover that escape tunnel out of your bedroom.

↑ 360 Hitomi: breasts firmer than before.

» Gav and I reckon we're pretty hot stuff at *DOA*, but neither have got anywhere near 100 wins running. Send us a Friends request and we'll have a showdown.

SPOILER ALERT!

Firstly, good mag guys. I don't know how you manage it without the naked ladies I usually find in mags, but I still read it every month. Now, if you haven't completed *KOTOR II* yet, look away.

The first instalment was brilliant and well worth all the work, Light side and Dark, so I sat through 39 hours of play to see what revelations there would be this time. Then, in the last sequence I was told there wouldn't be any great revelations or plot twists! Then the credits rolled! Where was my ending? If I had been told at the beginning that nothing much was going to happen I could have had some fun and gone through it all Dark-side first - I don't think I can face it now, knowing nothing is going to happen.

It was the laziest bit of scriptwriting I have ever seen and has forced me to boycott my Xbox until I can afford a new game.

You can look back now.

Dave, Reading

↑ That's 99 wins less than Gav usually gets.

I was really annoyed by the ending too. It's almost as if Obsidian wasn't able to continue the story properly, and although there are still some cool characters in *KOTOR II*, it isn't quite as good as the original.

Free stuff!

If you don't win it, we'll have to bin it

WIN ALL THIS!

SOFTWARE COMPANIES like to send us game-branded merchandise. Sometimes it's stuff worth having, like the Rare flick knife we got when we went to see *Perfect Dark Zero*. But more often it's the sort of tat we'd feel embarrassed leaving outside a charity shop. Hence the creation of this, a kind of magazine-based car boot sale of random odds and sods left lying around the office. Because if anybody wants this lot, it's probably you.

Up for grabs this month we have the embarrassment that is a life-sized cardboard cut-out of The Punisher, two *Scarface* rucksacks, a *Castle Wolfenstein* branded cap, eight (yes, eight!) *GTA: San Andreas* bandanas (some containing trace stains of real games journalist sweat), some *Scarface/Hulk*-branded pads and pens (for the kids), an *Art of Halo* book, and the young repeat offender's costume of choice, a *Halo 2* hoodie (not for use in shopping malls). Impress your mates (although not necessarily ladies) by casually draping our office effluent around your bedroom or stick the lot on Ebay. Either way, you're doing us a favour.

To win the whole caboodle simply tell us where you would take your Punisher standee on a romantic date. Most amusing answer wins.

Send your answer on the back of a postcard to The Recycling Centre, *Official Xbox Magazine*, 99 Baker Street, London W1U 6FP.

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BT

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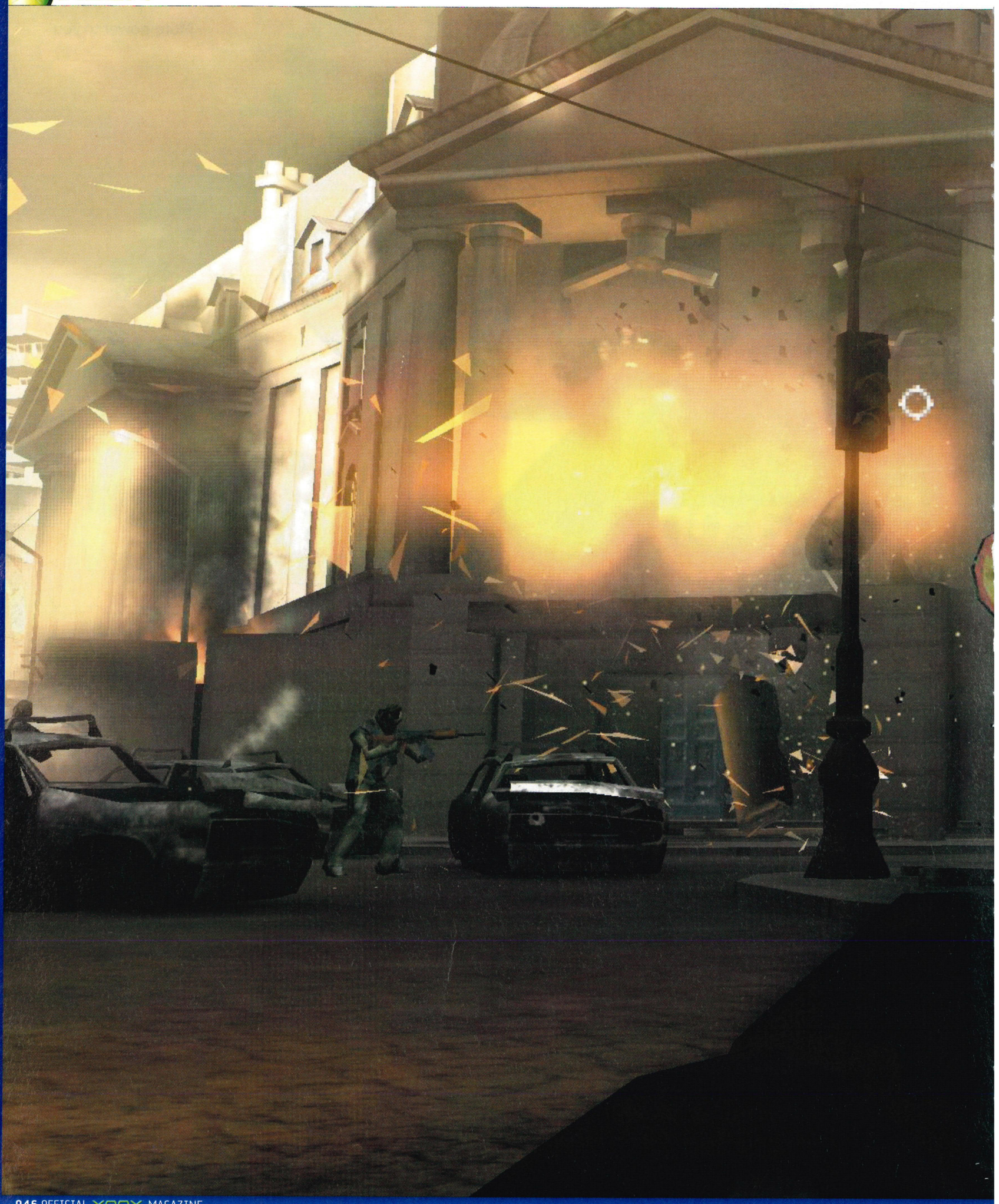
Free router and connection if you sign up online.

BT Broadband Basic is not suitable for online gaming. Broadband from BT subject to availability and survey. BT line or similar required. Monthly rental from £24.99 a month with Direct Debit (otherwise add £1). 12 month minimum term. Minimum specification applies. Usage allowances apply. Xbox console and Xbox Starter Kit required. See website for latest modem/router prices with telephone orders. Other conditions apply. Microsoft, Xbox, Xbox Live and the Xbox and Xbox Live logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The names and logos of actual companies and products herein may be trademarks of their respective owners. All game



Official Xbox Magazine PLAYED IT

Official Xbox Magazine EXCLUSIVE SCREENS

BLACK

Exclusive screens and first play of the shooter that'll rock the genre to its very foundations

Words: Gavin Ogden & Ben Talbot

Dev: Criterion	Pub: EA
Release: Feb 2006	Live: None
Players: 1	
www.criteriongames.com	

A QUOTE ON Criterion's website reads: "We want to give the shooter genre a boot up the ass". And after listening to creative manager Alex Ward slate almost every member of the first-person shooter genre, and seeing *Black* in action, we're inclined to believe that the UK studio's first shooter will do just that. And all it took to convince us was a ten-minute demo in a darkened room kitted out with some savage sound equipment; we instantly wanted to play it.

In the face of the next wave of games consoles, it takes quite some balls to create a brand new intellectual property on the current generation of systems. This time next February, many people will be wrapped up in Xbox 360 goodness, but that doesn't »

» mean it's over for the original Xbox. The version we played was only around 50 per cent complete, but the exercise in mass destruction is already looking mighty impressive. "We wanted to make a game that was like the no-nonsense action movies of the 1980s", explains Ward. "We're a little sad that films like *True Lies* or *Die Hard* aren't being made any more, and wanted to create a game that was all about explosive action and demolishing stuff." And from the jaw-dropping mayhem we've already seen, Criterion has done just that.

Forget multiplayer, online and co-op game modes. All that jiggery-pokery would have distracted Ward's team from the only focus of the game - which is blowing up everything around you with ferocious firepower. Before we got stuck in, Mr Ward subjected us to one of the best rants we've heard in a long time about first person shooters. He's not happy with the way things have been or are going. At all. He's bored with stealth, bored with endless menus having to be brought up during gameplay, rubbish weapons and the same old game modes. He's not a fan of *Pariah* (Issue 42, 8.9). Or *Halo 2* (Issue 36, 10.0) either. Or the *Rainbow Six* series, for that matter. He does like *Ghost Recon*, but thinks it's a little too hard. And he thinks *Black* is going to set the genre straight and get things back on track.

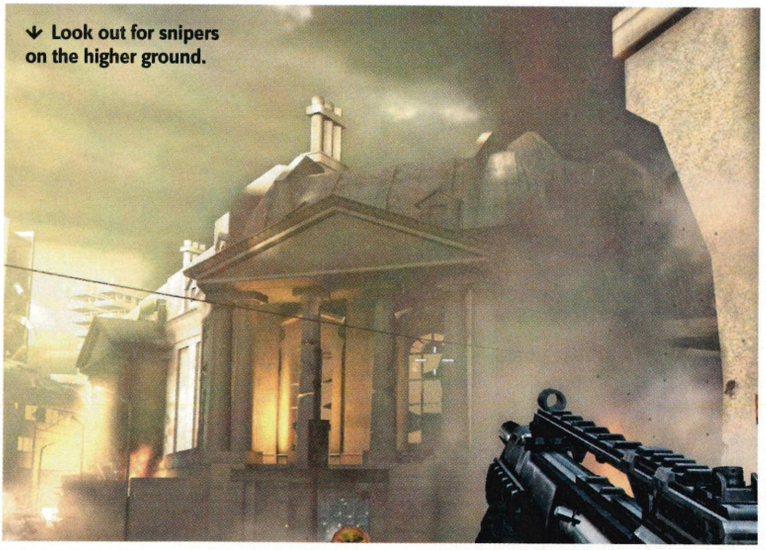
Our first experience of *Black* was in a demo room housed at the top of Criterion's offices in Guildford. The curtains were drawn and the volume cranked up to 11. Not long after, the mayhem began. We started things off in an empty room, armed with a medium-sized machine gun pointing out of a window, looking down on the quiet street below. Nothing unusual about that, you might think. "Go on, shoot something," we were told. "Okay then!" we said, squeezing the Right trigger. For the next minute after that the only thing we could hear was the GODALMIGHTY SOUND OF THE ENTIRE ROOM CRASHING DOWN AROUND OUR EARS. Imagine firing that massive chain gun out of *Predator* in your bedroom. Imagine the sheer damage it would cause. This was way louder, and it didn't even stop when we eased off the trigger. Glass continued to shatter as shards fell from the window frames onto the wooden floor, chunks of brickwork cracked the floorboards after they'd been ripped out of the wall, sparks were flying everywhere from a thousand ricocheting bullets... It was intense.

Where *Black* sets itself apart from other shooters is the sheer feeling of power you get from holding a gun in your hands. A lot of time has been spent on the animation »

↑ Shoot up the car! Then the terrorist if he's still alive.

↑ You will have team-mates, but don't expect to be able to control them.

"Sparks flew everywhere from a thousand ricocheting bullets"



↓ Look out for snipers on the higher ground.

↑ The amount of over-the-top action going on at any one time is more than just impressive!

WHAT BLOWS UP MUST COME DOWN All hell breaks loose the minute you open fire

IT'S THAT part of the preview where we step back, press pause, take a deep breath and have a look at what's going on. The action is so intense and spectacularly over the top that it's hard to notice the little things. And it's those that count the most!

WRITE OFF
It's often better, and more fun, to take out enemies by destroying the cover they're hiding behind, like girls.

SELF STACKING
See that balcony stuff on the top? See that little guy underneath it? You know what to do, soldier!

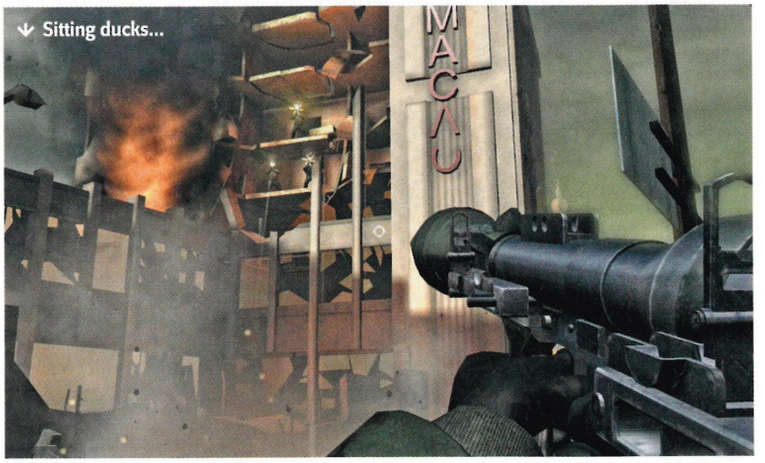
DUSTED
That used to be a building until someone blew it to pieces. Now it's just a smoking pile of rubble.

STAND TALL
Always bear in mind that the cover you're hiding behind (also like a little girl) can be destroyed too...

FLASHDANCE
This is quite probably the most impressive muzzle flash effect you'll have seen in a game yet.

ME SHELL
Howl like a madman as the spent cartridges are ejected during your reign of terror over the terrorists.

↑ The game sounds louder than it looks. And it looks loud...



↓ Sitting ducks...

»» of reloading and spent shells being ejected from the gun's chamber. Almost everything you see, from enemies to cars, signposts and phone booths, brick walls or public monuments can be blasted to tiny little pieces. Every texture becomes riddled with bullet holes and clouds of dust swell among the debris.

Many of today's first-person shooters rely on the physics of the Havok engine to accurately scatter objects around the environment during gameplay, but *Black* uses Criterion's own Renderware technology to get the job done just as slickly. But blowing all this stuff up isn't just for show however - it has side effects that will kill enemies caught in the downpour of destruction. These special scripted kills are known as 'Black Ops' moments, and judging from the portion of the game we saw in action, you'll be getting a lot of Black Ops kills throughout. You'll come across them without even trying too hard either. One of the most potent examples of a Black Ops »»

LOAD RE-LOAD

Usually nothing special to look at - but not in Black

A large amount of development time was dedicated to making the look and feel of reloading each weapon as impressive as possible in the early stages of design. It's hardly the most important feature in a game, but it's a good example of the attention to detail Criterion is lavishing on *Black*.

↓ Don't worry - there's plenty of ammo to go around...

↓ Hey! How cool do you look reloading here?

↑ This was the room we got to shoot to bits in the demo.

↓ He obviously thinks he's harder than he really is...

» kill can be found by lobbing a grenade at some stone pillars in front of a museum. The explosion causes the pillars to crumble, sending chunks of rock hurtling onto the enemies below.

Another simple but highly effective kill results from shooting a car that the terrorists are using for cover. Sparks fly everywhere, pieces fall off, bullet holes rattle over every surface, the windscreen shatters and the car eventually explodes in a huge fireball, annihilating everyone in range. It's highly satisfying, even more so because the destruction happens in real time and is different each time you pull the trigger.

Other Black Ops kills aren't so obvious, but are just as fun whether you're experimenting or just discovering them completely by accident. Lob a grenade through an office window and every pane of glass on the building will shatter in a lethal cascade as the explosion rips out the windows. Likewise, blast the letters on a cinema billboard and they'll topple onto unsuspecting foes beneath.

There is a point to all this mayhem, though. At the end of each mission, you'll be awarded a special rating for your Black Ops kill combos. Perhaps unsurprisingly, it's a bit like the Traffic Attack chain system in Criterion's other big title, *Burnout: Revenge* (see page 024). It's an excellent way of encouraging you to blow the crap out of everything you see on every level, and not just the bad guys. It's almost as if the buildings and scenery are your enemies too!

Like any good AI-controlled terrorist, they're not going to take this abuse from you lying down. If a piece of debris misses them by inches, or they can see a car is about to explode, they'll run for cover. There's still a lot of work to be done on the AI from the demo we played, but Criterion Games is definitely on the case. The story involves terrorists, and you having to take them out, and that's about as deep as it goes. »

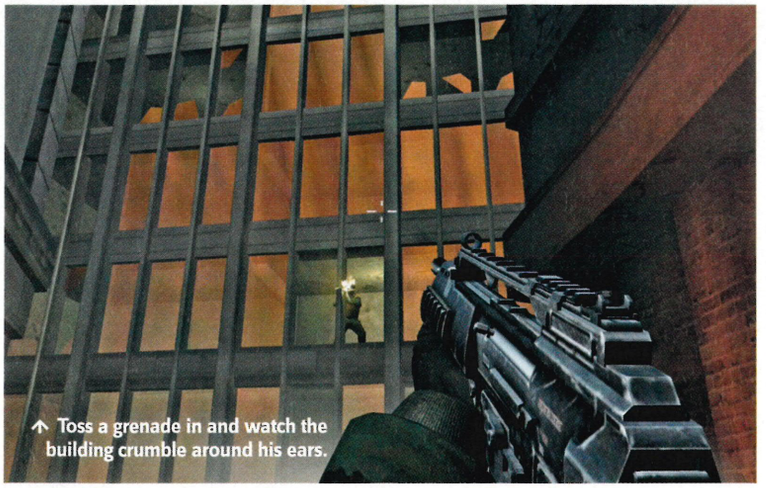
"The guns sound amazingly formidable in your hands"

"Lob a grenade through a window and every pane of glass on the building will shatter"

↑ You can't beat a spot of demolition...

↑ Open fire and watch the scumbags run like girls. Then chase then down like dogs!

↑ There's talk of a sniper rifle that can shoot through walls making the final cut.

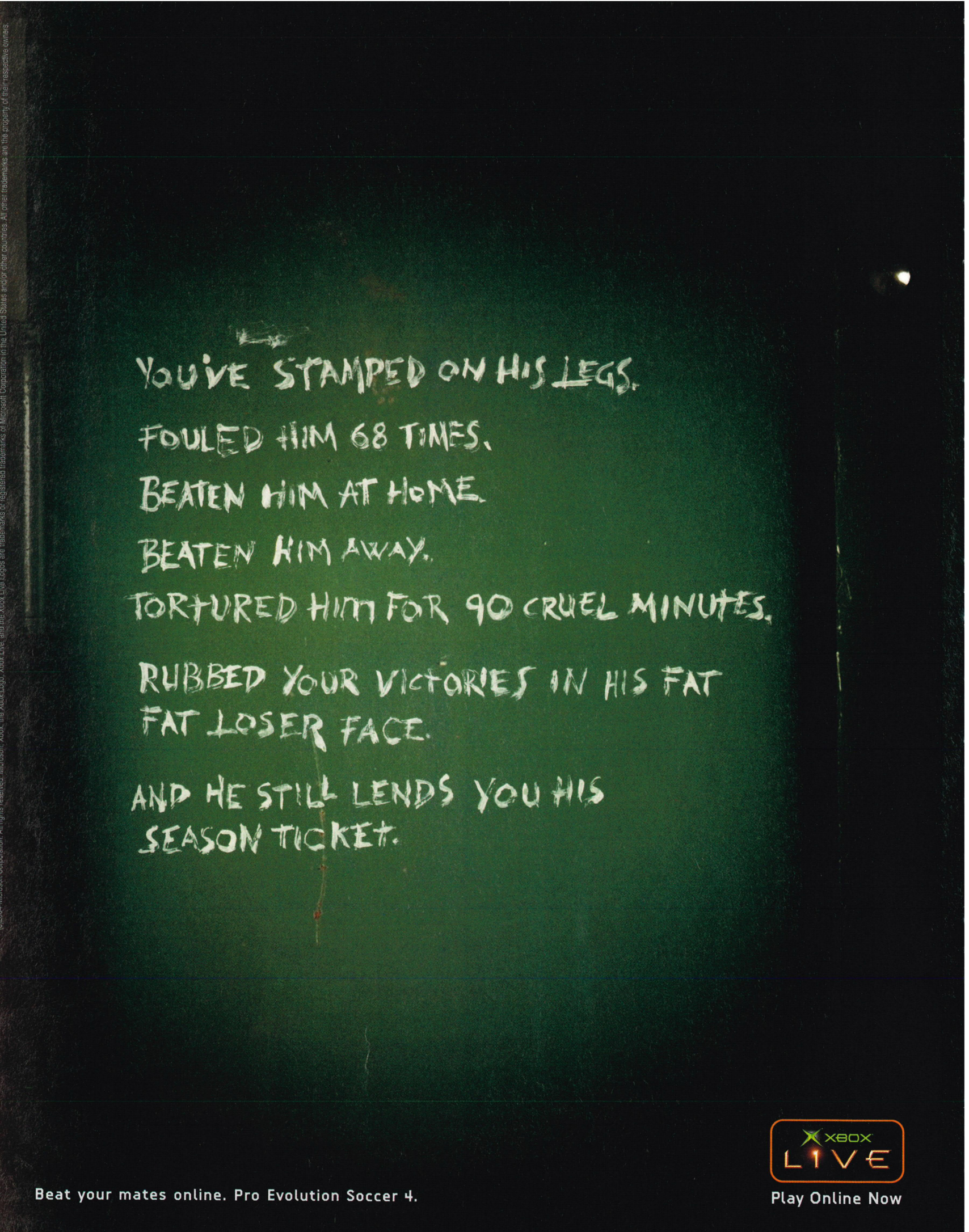


↑ Toss a grenade in and watch the building crumble around his ears.

» Further adding to the chaos is one of the most important elements of any FPS - the weapons. *Black*'s arsenal is based on real-world weapons, and feels remarkably just as powerful as the real thing. Guns such as the riot shotgun, sub machinegun, hand cannon and RPG look highly authentic, but more importantly sound amazingly formidable in your hands.

So is there any downside at all to *Black*? We were surprised to hear that no multiplayer modes at all are planned, especially after witnessing the frantic nature of the game. Wouldn't the hyper-realistic carnage of *Black* have made the perfect setting for the ultimate deathmatch frag-fest? Ward says that the team didn't just want to include deathmatch and capture the flag modes just for the sake of it, because every other game has it. He's adamant, though, that when *Black* does go online, it'll have something very special up its sleeve. Expect that in the sequel, or even in the rumoured next-generation version that's yet to be confirmed. But did any lack of multiplayer really hurt *Half-Life 2* or *The Chronicles of Riddick: Escape From Butcher Bay*? Another standard feature seen in most of today's shooters are controllable vehicles, but this isn't *Burnout* or *Battlefield: Modern Combat*.

Black has a very individual style and Criterion is going to do what it wants, not what publishers want, or what we, or even you think you want. It's a bold statement to make on Criterion's part, but one that we think will work a treat. A playable demo is in the pipeline, which should hit our coverdisc around review time early next year. Don't fret though - we'll have plenty more on this intriguing shooter in the meantime.



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Killing Time

And so it ends. The sands have run dry, the world is forever changed, and the story comes full circle. Prince of Persia Kindred Blades prepares to reveal the Prince's true destiny...

Words: Ben Lawrence

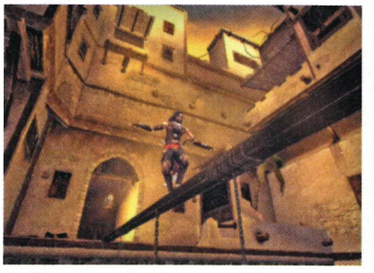
WHAT HAS gone before must be resolved, what is to come must be spectacular - those are the rules of a trilogy's last chapter. You have to pull out the killer ace, you have to sucker-punch the player, and you have to make damned sure that you do it in style. Enter the Prince, then, as he embarks on the last stage of his quest to right the wrongs of so many years ago. Blood will spill, flesh will burn, but finally, the curse of the Sands of Time will be washed clean.

"The idea was always there to produce a *Prince of Persia* trilogy", Ben Mattes, producer of *Kindred Blades* tells us. "There was always plenty of subject matter, but the story was always longer than what could be told in a single game. The growth of the »

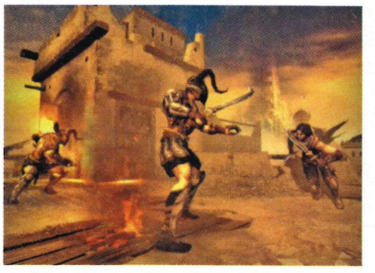
↑ There's a whole army after you this time - be vewwy, vewwy quiet!

↑ Less stupid enemies means Prince can't just go on a massive twatting spree.

↓ Evil strangeness is afoot in Babylon - time for the Prince to do some stabbing.



↑ Drunk people: do not try this at home.



↑ It's even sinister-er than the last one.

» Prince, from naive, to selfish, to finally epic hero couldn't be told in a single sitting. We've seen him as this young, guilt-ridden warrior attempting to put things right, we've watched him become consumed with anger and selfishness, and now we're going to see him emerge from the other side."

The key words here are 'hunted' and 'haunted'. The Prince is living through a waking hell, returning to Babylon to find it thick with mysterious occupying forces, all with a single intent - to kill the Prince. It's one man versus an army, a near-impossible challenge. But time is a strange master. Just as it can change the fabric of a city and alter the fate of nations, it can offer up the most unexpected, though hardly conventional ally. *Kindred Blades*' second playable character is, in fact, the Prince himself. It's a "buddy movie from Babylon" says creative director Jean-Christophe Guyot.

"Gameplay will play off the dichotomy of the Prince and the Sand Prince, a manifestation of the Prince which emerges when you become infected by the Sands of Time. The duality of these two princes is a major driving force for *POP3*. The 'light' Prince is one of learning. He's becoming more noble and selfless, while the Sand Prince is the physical embodiment of the Prince's weakest personality traits - all the selfishness, recklessness and masochism we saw in *Warrior Within*.

"Because the Sand Prince is essentially an infection, he can be let loose any time like a fit of coughing. The Prince has no control over it - it's an infection that spreads through his body, and this alter ego, this Mr Hyde figure, grows and devours him. When he emerges he brings an entirely new set of manoeuvres, styles, and modes of killing."

Ubisoft certainly hasn't slacked off when it comes to the hacking off of heads or severing of limbs - there's a five-storey ideas factory in Montreal packed with passionate *POP*-ites to make sure of that. It must have been tempting to just reintroduce the kills from the previous games, but several new methods of slaughter have been introduced. The Sand Prince packs a devastating chain-whip that serves just as well for swinging across rooftops as it does for using as a brutal makeshift noose on unsuspecting enemies. One yank and he's off his feet; a further yank and his head comes clean off.

Use the chain as a means to negotiate levels and perform stealth kills is important too. After all, Princey is hunted with terrible efficiency by a sinister army. If you thought the Dahaka was bad, wait till you meet *Kindred Blades*' elite squad of specially trained, super intelligent trackers.

"We're reworking the AI system from the ground up", Mattes tells us. "The action-adventure genre isn't really renowned for its use of AI and intelligent enemies, so we really want to change that this time around. The AI system is much more observant. Jump on a balcony containing pigeons, and the enemy will be aware of the startled birds. They can call for reinforcements or brace themselves for attack. This is not the course of action you particularly want to encourage, especially with so many enemies hunting you. That's why we've introduced the 'speed kill' system. *POP3* isn't about sneaking and hiding, it's about thinking fast and identifying windows of opportunity in order to succeed. Act fast, use the Prince's acrobatic skills to turn the tide in his favour, and hopefully, by the slimmest of margins the player will be able to scrape through another potentially fatal encounter."

"Princey is hunted with terrible efficiency by a sinister army"

Given the world-exclusive first ever play of *Kindred Blades*, we tackle an astounding segment of combat high on the rooftops of Babylon. During a wall-run, Prince makes a diagonal leap to a balcony on which stand two heavily armed guards. Whipping out the chain mid-jump, we lasso it around the first guard's neck and use him as a improvised pole with which to swing around and boot the other guard off the balcony. When we land on our feet, the chain retracts, severing the guard's head. Our first speed kill!

You can also extend wall-runs with new 'dagger-placing' techniques. If you're coming to the end of a run, you can plant your dagger in the wall, compose yourself»

↑ *Kindred Blades* wraps the series up with a spectacular flourish...

"The second playable character is, in fact, the Prince himself. It's a buddy movie from Babylon"

» for a second, then leap onwards. You can also make leaps across chasms and awkward spots, or descend a rope upside-down to garotte enemies from above.

It's a spectacular show of skill, both in the Prince's new abilities and in Ubisoft's commitment and ability to understand what gamers want from the final chapter. And that includes a proper pay-off, too. We won't see any loose ends or ambiguous epilogues.

"We want people to feel like they've accomplished something and come to a real conclusion," Guyot says. "We've seen from other games how people don't appreciate being left hanging in the air. To complete a game is your reward. You play the game, and you're going to get something in return. In the case of *Kindred Blades*, those who have scrutinised the series thoroughly enough will get their reward through vindication. When the final reveal takes place, and when the true puppet master behind Babylon's occupation is unmasked, the player will have a feeling of revelation, that 'Oh my God, of course!' moment. The clues are there - they always have been."

↓ Twice the Princes means twice the head-lopping fun!

But *Prince of Persia* isn't about to jump the shark. We won't be getting a 'No, Prince, I am your father!' moment. The introduction of this new element so late in the series has been well prepared for.

"What's really cool about the Sand Prince is that he's new," Guyot tells us. "But there's something familiar about him - he's not a totally new character - so it works. They have the same history and background, but one is more given to certain types of behaviour than the other. And that's something we talked about with regards to other characters in the game. We went back and forth, weighing the pros and cons of introducing characters this late on. We're bringing back secondary characters like the old man and Kaileena. The old man lives in Babylon so it would make sense to encounter him when the Prince comes to Babylon. Nobody's just back for fun; everyone is there for a very specific reason."

Of course, Ubisoft has worked too hard and too long on this spectacular series to give us any easy answers. But there's a palpable sense of excitement from the developers. The pay-off is mere months away, this chapter of *Prince of Persia* history is soon to be closed, but before the final grain of sand falls, we're promised one of the most incredible adventures yet seen on Xbox. So if you thought the third part of a trilogy was always the weakest, prepare to think again...

XBOX

CONFLICT GLOBAL TERROR

We go global with the latest, and best-looking instalment of Pivotal's tactical squad shooter

Words: Andy Irving

- Dev: Pivotal Games
- Pub: SCi
- Players: 1; 2-4 Split
- Live: 2-4 players
- Players: 2-4 S.Link
- Release: Sept 05
- www.conflict.com

IT MUST be a hard life. Travelling the world, visiting tropical locations, popping a cap in the odd insurgent's ass now and again. Yep, Special Forces soldiers have got it good. After visiting Iraq for Desert Storm (twice, just to make sure), and their 1960s historical equivalents taking a purple-hazed trip back to 'Nam, these *Conflict* boys have itchy feet.

Heading in an altogether new direction, *Global Terror* takes place across a wide range of locales. But that's not the only difference in the latest addition to the series. We were lucky enough to tag along with lead producer Jim Bambra on a covert insertion into Pivotal Games' studios for a recon on the latest running version of *Conflict: Global Terror*.

There's a more contemporary storyline, involving the emergence of the March 33 group (a collection of super-fascists descended from the escaped ODESSA Nazis of WWII), intent on disrupting the governments of the world. As a result the band is put back together, and the original *Conflict* team - Bradley, Jones, Connors »

↑ Expect more visceral up-close-and-personal action in *Global Terror*.

↑ Take responsibility and lead the team...

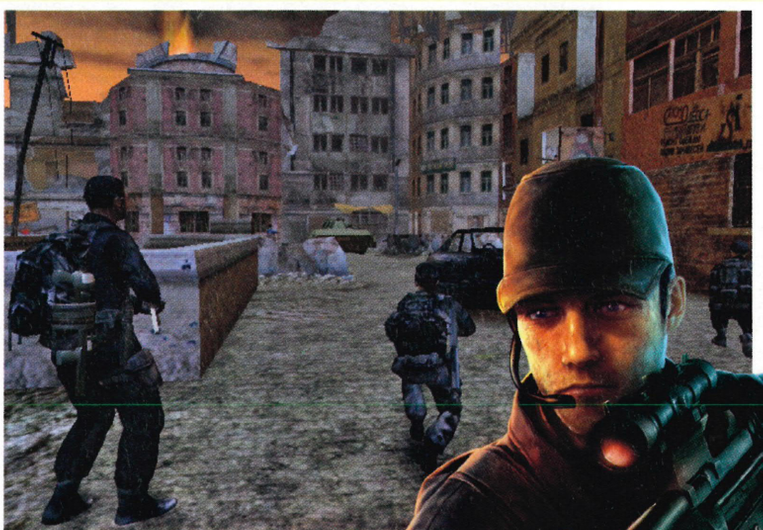
↑...or sit back and let them do it for you.

"Two-foot walls will no longer restrict your crack soldiers"

» and Foley - step up in proper *Rainbow Six* style to combat the ensuing drugs/arms/international nuclear crises, across locales such as Columbia, South Korea, and a rather cool-looking snow-smattered Ukraine.

The first thing we noticed about *Global Terror* was the visual improvement. Every character now boasts an incredible amount of detail, from startlingly realistic facial expressions to individual eye movements and lovingly applied creases in the uniforms. The entire game engine has been rebuilt, and the results are massively detailed, dual-layered textures on every object in the game world. Character animation has been completely revamped as well, with a new IK (inverse kinetics) system ensuring your squad can go from running at full pace to crawling prone in one smooth and fluid movement.

And no longer will two-foot-high walls restrict this crack bunch of soldiers, as all your men have now gone through months of special training, and can now vault over railings, through windows and down ladders. "One thing that we, and countless other games, were guilty of was limiting gameplay by ridiculously silly barriers, like a small group of crates" muses Bambra. "Of course, any mobile person could easily navigate this. It was harder than you'd think to rectify it, but it was worth it."



↑ Urban environments are super-tense.

But, as John Merrick will tell you, looks aren't everything; so how does the game actually play? Well, significantly differently, and in our opinion far better, than the previous titles. We were concerned the new urban environments would limit and constrict the squad-based gameplay, but that wasn't the case at all. For a start, the »

↑ Every level provides a number of different ways to tackle objectives.

↑ Rifles now have a built-in RPG launcher.

↑ Fire über-weapons of the near future.

↑ The jungle levels are amazingly atmospheric and host tons of varying routes.

» annoying auto-aim of *Conflict: Vietnam* is now replaced by an oh-so-subtle aiming assist that makes you really concentrate on your accuracy. Ordering your squad around is easier than ever, and the new quick menu system (L trigger) automatically selects all team members in one go – something the developers became aware most people were doing. Another top new feature is the Delayed Command option. Much like calling orders on Zulu a la *Rainbow Six 3* (Issue 23, 9.4), this is best used in room-storming scenarios and the like. Players can simply select a pair of squad members and give them a command, before taking the remaining soldier along then executing the context-sensitive command. Positioning them around the game world is easier, with a simple point-and-click mechanic. Players can adjust which direction their squad will face as well, which is obviously a godsend when you need a certain corner covered.

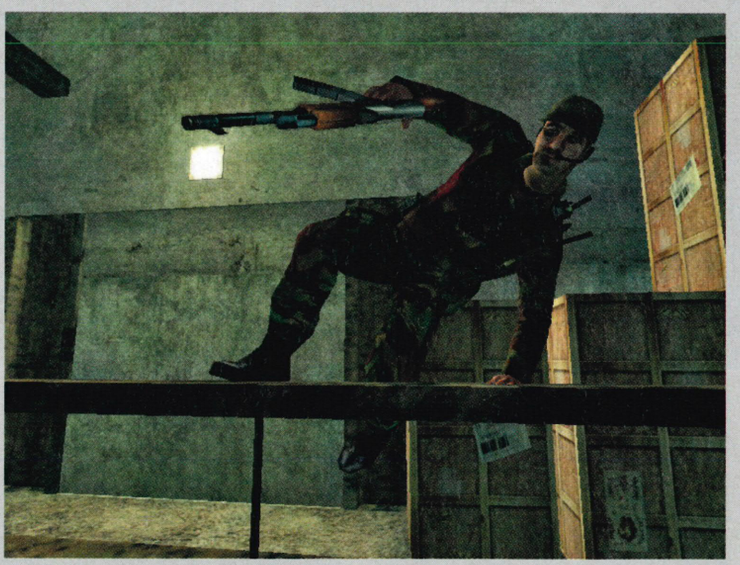
Level design is another important area that's been given a good hard scrub. "The introduction of height and verticality in each environment was a very important one," continues Bambra. "Now your squad will face fire from rooftop snipers and enemies rappelling from helicopters – something players must also take into consideration when positioning their team." Hugely accurate ragdoll physics come into their own here too, as every object has a tangible weight and enemies, when shot, will slowly slump forwards before tumbling spectacularly to the ground.

The massively improved AI of both your team and the terrorists has come on in leaps and bounds, and in fact is some of the most astute, (and therefore punishingly tough) we've ever seen in an Xbox title. Your squad will always assume intelligent firing positions dependent on the environment, whilst your opponents are truly something to behold. Again, they'll use any available object in the game world as cover, and are acutely aware of how much damage they can take. Finding strength in numbers, if they comfortably outnumber your team they'll storm your position, while one or »

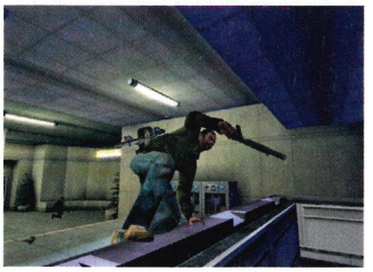
NIMBLE We like the way these bodyrockers move

YOUR SQUAD MEMBERS now have an increased level of mobility, which allows them to perform all-new moves, invaluable for getting out of a tight spot.

↑ *Conflict* troopers could previously peek around objects, but now have the ability to fire from cover as well. Which is good, considering *GT*'s punishing difficulty.



↑ We always thought it odd that crack commandos would be hampered by a two-foot wall or window ledge, but your boys can now vault over these with ease.



↑ Enemies often have to be pursued.

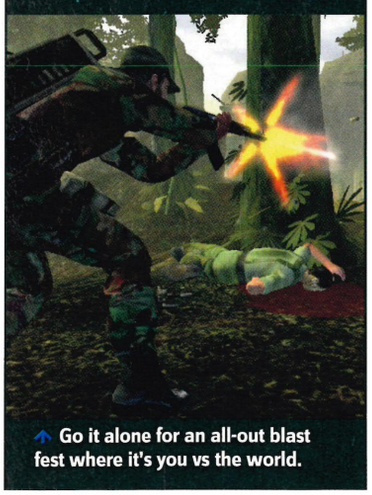
↑ The *Fear Factor* auditions went well.

XBOX

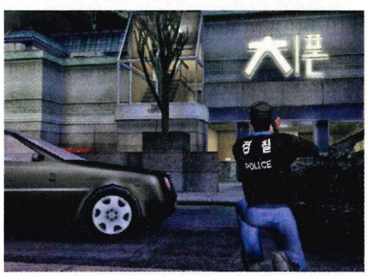
↓ Enemies come thick and fast in *Global Terror*.

ALL BY MYSELF
Putting the 'lone' into lone wolf

IT'S POSSIBLE to create a multiplayer game, and then play through with just one soldier, if you fancy a really meaty challenge. Turn on Sudden Death mode for extra tension...



↑ Go it alone for an all-out blast fest where it's you vs the world.



↑ Rooftop snipers are always a threat.

↑ Some missions will split your team up, which makes for some tough tactical choices.

» two of them may lay down covering fire and run for reinforcements. They're not shy with grenades either – if your squad are clustered together they'll start raining them down on your position, and will often use smoke grenades to cover their retreat. Pivotal really wanted to simulate the experience of playing against other real-life players, and the AI displays typically human traits such as circle-strafing. Impressive.

It's no secret that sharpshooter Foley is lost early on in the game, and instead replaced with a new recruit; sassy sniper Carrie Sherman. She comes equipped with a lethal sniper rifle, and a very tasty silenced machine gun for close-quarters battle. In fact, the entire squad is packing a seriously impressive arsenal. Because of the near-future setting, each team member has the ability to carry two different types of rifle/heavy machine gun, all with much bigger ammo capacities. Plenty of ammo is available, as is the ability to use enemy weapons when your own run dry. This makes for a more liberating, arcadey experience, though doesn't detract from the core strategy feel of the series. Obviously each team member retains his or her own unique skills and attributes, and using these is a key part of the game. In Bambra's words, "Connors is the guy you want handling heavy weapons, but he's crap with a sniper rifle. And when your men go down, the TLC of Sherman is the quickest way to get them back on their feet".

A much larger selection of grenades is available, and can be cycled through with the streamlined inventory. Throwing them on the fly is easier than ever too – just tap the black button and it drops precisely where the target reticule is pointing. Your »

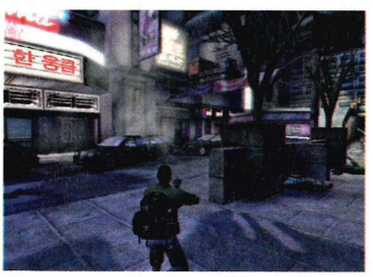
MACHINES OF WAR It's man against machine on the modern battlefield

YOUR SQUAD frequently comes up against assorted vehicles throughout the game, and none of them are all that friendly. Find an RPG and give it to Jones, the heavy weapons expert. Then either take control of him yourself, or sit back and watch the fireworks commence.

↑ **We've faced tanks before, but none with the sheer ferocity of these bad boys. They'll fire on sight too, so make sure Jones is ready with his rocket launcher.**

↑ **Helicopters will both fire on your position and drop troops in as well. We found lacing the landing zone with Claymores soon put a stop to that.**

↑ **You'll get a whole load of jungle kit...**



↑ **...or don civvies for the covert missions.**

↑ **Watch out for obvious ambush points.**

» entire inventory is accessed by pressing Y, but there's no more fumbling of items between team-mates in the heat of a battle. Again, context-sensitive commands allow you to instantly heal a fallen comrade, instead of the rigmarole of pulling up your inventory, selecting an item then applying it. Healing yourself is just as quick - select a Medipac and pull the R trigger for an instant health boost, while your character automatically reverts to his default weapon.

The biggest addition to the series, however, and the one that's got us very excited, is the much-improved multiplayer. Sure, the four-way split screen returns, with each player controlling a single member. What's much more fun, however, are the new System Link and Xbox Live co-op modes. Up to four players are catered for on each of the 14 missions from the offline campaign. But this was no easy task. "We had to make sure the game logic, scripts and AI were shared and updated as soon as any changes occurred - a very tough job."

We found two-player co-op - what fans of the series have been screaming about for ages - to be the most fun. With each player controlling two squad members, it's a top mix of strategic co-ordination that still retains squad-based elements. Another bonus feature of the new, improved multiplayer is that you can load any of your offline games from Career mode and then continue them as a team with a friend. In essence, this means other players can jump into your single-player game at any time.

We were mightily impressed with *Conflict: Global Terror*. Players may be wary of the shift from open environments to more claustrophobic, urban scenarios, but thanks to some severe tweaking and streamlining of the entire game, from the interface through to the actual squad control, this never looks like becoming an issue.

Factor in the fantastic multiplayer, and Ding Chavez and co better watch their sixes as *Global Terror* looks set to storm the squad-shooter genre. We asked Bambra where the series could possibly go after this instalment. "Well, there's still loads of places we haven't been to - Africa and the Arctic, for example - so the *Conflict* team has plenty of new ground to discover yet." Let's just hope that's true.

"The AI displays typically human traits, such as circle-strafing"

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XXX PICS

FILTHY PICS 2RUDE 2SHOW

BORED BLONDE PLEASES HERSELF 179542	SEE ME USE MY VIBRATING TOY! 179545	ONE LEG ON THE TABLE VIEW FROM BEHIND 179553	BRUNETTE NAUGHTY SELF PLEASURE! 179666	GOOD VIBRATIONS HER NEW BESTFRIEND 179561
NAKED BUSTY BLONDE SHOWS ALL! 179662	HORNY GIRLS JOINED WITH BIG TOY! 179565	I'M READY AND WAITING FOR YOU! 179510	CLOSE UP TOY ACTION! 179515	DIRTY HOUSEWIFE PASSES THE TIME! 179514
BIG TOY ACTION, SEE ALL! 179563	KNICKERS TO ONE SIDE SNEAKY PEAK! 179425	LEGS SPREAD AND READY FOR YOU! 179423	SHAVEN VIEW UP CLOSE AND PERSONAL! 179426	SPREAD BETWEEN THE BED POSTS! 179424
SARAH LETS YOU SEE EVERYTHING! 179429	I LIKE TO TEASE SEE IT UP CLOSE! 179379	JANE IS READY FROM BEHIND! 179380	GIRL-FRIENDS LICKING FUN! 179385	NAUGHTY GIRLS GET DOWN AND DIRTY! 179387
CLOSE UP LICKING, GIRL ON GIRL! 179337	BLONDE & BRUNETTE GET DOWN AND DIRTY! 179341	SPREAD SO YOU CAN SEE ALL! 179350	NO UNDIES PLUMP VIEW FROM BEHIND! 179349	VIEW FROM BEHIND UP CLOSE! 179222
SKIRT UP NO UNDIES CHEEKY VIEW! 179325	CROUCHED AND EXPOSED! 179353	REAR VIEW CLOSE UP TOTALLY SMOOTH! 179347	JANET PLEASES SUE WITH PINK TOY! 179383	GIRLS TOGETHER FINGER LICKING FUN 179339
SPREAD AND WET IN THE SHOWER! 179444	KATE LIKES TO LET YOU SEE HER UP CLOSE 179433	NAUGHTY NURSE LETS YOU SNEAK A PEAK 179434	BORED HOUSEWIFE FINGER TEASE 179512	UPSIDE DOWN, TOY FUN ON HER OWN 179670
BEACH BABES REVEAL ALL! 179685	NAKED BUT FOR A TIE, SPREAD ON A CHAIR 179688	SECRETARY STRIPS WHILE WORKING LATE 179689	SECRETARY GETS DIRTY IN THE OFFICE 179694	WHITE STOCKINGS TEASING HERSELF 179653

2RUDE 2SHOW ITEMS SEND THE CODE TO 69011

VIDEO

179829 ARSE WIGGLE

179838 TRIALS HERO

179467 FERRARI SPIN

179468 MCLAREN Vs SKYLINE

179833 TREADMILL BREAKER

179448 BIKE DROP OFF

179473 KUNG FU BEAR

179830 BMX CRASH

179831 CRAZY SNOWBOARDER

179619 SKYLINE RACE

179620 DRIFTER COMPETITION

179674 IMPRESA DOUGHNUTS

179676 SKYLINE Vs SUPRA

179847 OVER THE BARS

179846 MOTORCROSS JUMP

179844 ROCK CLIMBING

179842 TRUCK JUMPING

176049 SEXY TEASER

179595 BREAST EXERCISE

179445 SWEDISH TOUCH

179586 NAUGHTY LUCY

179616 OUTDOORS STRIP

179815 DIRTY ANNA

176078 BLONDE TEASE

176105 PINK PVC

176041 SHINY PVC

176053 NAUGHTY TOUCHING

176104 PINK PVC TART

176055 ELENA'S TURNED ON

179530 SNEAKY PEAK

179528 NIPPLE TEASER

179446 BIGGEST BOOBS

179835 FUNNY HAIR STYLE

2RUDE 2SHOW

179447 5 GIRLS LICKING FUN
179450 BIG MOUTHFULL
179594 TOTAL ORGASM LIVE
179476 GARDEN GOLDEN SHOWER
179478 ANGEL TEASES HERSELF AND YOU!
179479 BRUNETTE RUBS IT FROM EVERY ANGLE
179482 ANDREA SHOWS YOU HOW SHE CAN PLAY!
179531 I'LL SHOW YOU EVERYTHING AND HOW I LIKE IT!
179526 ANDREA GETS DOWN AND DIRTY ON HER OWN
179592 SMOKING WITH A DIRTY TWIST!
179451 LARA STRIPS ON PUBLIC TRANSPORT!
179597 CHEEKY ROADSIDE DOGGIN
179602 FISTING LESSONS LIVE
179604 DRUNKEN GIRL ON GIRL TOY ACTION
179617 MYA TAKES IT TILL SHE SCREAMS
179618 GIRLFRIENDS FUN, AS DIRTY AS IT GETS
179614 CHRISTINA CHAIR ACTION
179761 THOMAS GIVES IT TO MYA IN EVERY WAY
179765 WATCH YVONNE AND DECKER GET DIRTY
179823 CRYSTALS NAUGHTY POOLSIDE ANTICS
179951 VANESSA TAKES IT ALL THE WAY

179987 GIRL ON GIRL ORAL

179989 DEEP FINGERS

179953 MYA SHOWS ALL

179993 TOY FILLS BOTH

179996 DEEP TOY ACTION

179999 DEEP STRAP ON

ANIMATION

179539 PARIS HILTON ROMP

179308 SINGLE FUN

176021 JOGGING BONES

176012 STAR FIGHTER

176009 JORDAN FLASHING

179312 CURRY SQUITS

179469 SIMPSON SHOCKS

179470 THE MATRIX

176010 DANCING SPIDERMAN

179534 BRITNEY MOUTHFUL

179535 POLL DANCER RUB

176011 ALIENS

176015 R2D2

176008 PULSE

179536 FLASH UR BOOBS

179532 DIRTY DANCER

179309 LAP DANCER

▲ JODIE MARSH - 176227

WALLPAPERS

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176142

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176220

GAMES

COMPATABILITY: A: MOTOROLA B: NOKIA C: PANASONIC D: SAGEM E: SAMSUNG F: SHARP G: SIEMENS H: SONY

179805 A B C D E F G H

176003 A B D F H

179811 A B D F H

179804 A B C D E F G H

179808 A B D F H

179810 A B C D E F G H

176004 A B D F H

176005 B H

179809 A B C D E F G H

179806 A B C D E F G H

179807 A B C D E F H

176006 A B C D E F H

176065 A B C D E F G H

176067 A B C D E F G H

176068 A B

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TUNES

UK TOP 20

Axle F	172023
Akon - Lonely	171248
Gorillaz - Feel Good Inc	171240
Foo Fighters - Best Of You	171272
Amerie - One Thing	171268
Black Eyed Peas - Don't Phunk With My Heart	171237
Coldplay - Speed Of Sound	171267
Gwen Stefani - Hollaback Girl	171269
The White Strips - Blue Orchid	171273
Audio Bullys - Shot You Down	171236
Tony Christie - Amarillo	172246
James Blunty - You're Beautiful	171274
The Game - Love It Or Hate It	171254
Oasis - Lyla	171244
Funeral For A Friend - Streetcar	171275
Bodyrockers - I Like The Way You Move	171211
Snoop Feat Justin Timberlake - Signs	171229
Ben Adams - Sorry	171276
Will Smith - Switch	171212
Jennifer Lopez - Hold You Down	171242

LATEST

Max Graham Vs Yes - Owner Of A Lonely Heart	171260
Kaiser Chiefs - Everyday I Love You Less...	171261
Rob Thomas - Lonely No More	171262
Mylo - In My Arms	171263
Javine - Touch My Fire	171264
Stevie Wonder - So Whats The Fuss	171265
New Order - Jetstream	171266
Coldplay - Speed Of Sound	171267
Amerie - One Thing	171268
Gwen Stefani - Hollaback Girl	171269
The Magic Numbers - Forever Lost	171270
Helena - My Chemical Romance	171271
Foo Fighters - Best Of You	171272
The White Strips - Blue Orchid	171273
The Game - Love It Or Hate It	171254

REAL SOUNDS

From Scott Mills Show "Eh, Dirty Boy"	178142
Smash Martian - Laugh	178143
Smash Martian - That Is Good	178144
Full Metal Jacket - Drill Sargeant "Do You Suck ?"	178138
I'm Stood Next To A Ringtone W**ker	178141
Air Raid Siren	178058
Submarine Warning Siren	178059
Toilet Flush	178060
Phoenix Nights - Garlic Bread	178055
Donald Duck Getting A BJ	178056
Austin Powers - Alota Fagina	178044
Back To The Future - Serious S***	178045
Bo Selecta Michael Jackson - Where's Ya Daddy?	178046
Bo Selecta Michael Jackson - Shaamone	178047
The GREATEST Female ORGASM EVER!!	178031
Homer Simpson - Doh! Doh! Doh!	178032
Let's Talk About Masturbation	178021
Ace Ventura - Alrighty Then	178022
Austin Powers - Psychedelic, Baby!	178023
Dr Evil - Throw Me A Bone	178024
Ferris Bueller - Life Moves Fast Speech	178017
Robo Cop - 20 Seconds To Comply	178014
Clint - Do You Feel Lucky Punk?	178015
Throwing Up - SPLAT!!!!	178012
Female Orgasmo Alert	178140
Tony Christie - Amarillo	178137
Pulp Fiction - The Path Of The Righteous Man	178051
Monkey Going Nuts	178080
Dolphin	178072
Donkey	178073
Elephant	178074
Fly	178075
Frog Croaking	178076
Goat Bleeting	178077

REAL TXT ALERTS

Austin Powers - You've Got Mail Baby	178061
Austin Powers - Fat B - Get In Ma Belly	178062
Friends - Joey - How You Doin'?	178063
Homer Simpson - How Do You Want It?	178064
Police Siren	178065
Star Wars - Jabba's Laugh	178066
Robots - Access Denied	178086
Alarm Bleeping	178087
Baby Laugh	178089
Bugs Bunny - 'You Got Trouble Mac'	178092
Cannon Fire	178093
Car Alarm	178094
Car Horn	178095
Car Wheelspins	178096
There Is A Message For You	178115
Monty Python - 'Message For You Sir'	178116
Police - 'Come Out With Your Hands Up'	178118
Vomiting	178119
Red Alert, Red Alert!	178121
From Scott Mills Show "Eh, Dirty Boy"	178142

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XBOX 360™ ACCESS

YOUR EXCLUSIVE GUIDE TO THE NEW GAMES, SERVICES, EVENTS AND HAPPENINGS FROM THE GLOBAL XBOX 360 COMMUNITY

»Xbox 360 will herald the serious launch of massively multiplayer online role-playing games on a console for the first time ever!

THE FINAL COUNTDOWN...

On top of the awesome new power, stunningly advanced graphics, incredible range of games starting from launch, vastly expanded Xbox Live features and digital lifestyle offerings, the Xbox 360 (which will launch along with a new *Official Xbox 360 Magazine* before Christmas) will also herald the serious launch of massively multiplayer online role-playing games for a console for the first time ever!

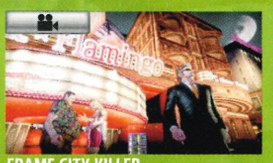
Final Fantasy XI will be an even better looking version of the PC edition, and allow cross-platform connectivity on massive servers. Turn to page 066 for the full story. Square Enix is also rumoured to be already working on a second MMORPG for Xbox 360 and from the whispers we've heard, don't rule out *World of Warcraft* embracing the new console either!

XBOX 360
WATCH THE GAME TRAILERS
ON THE DISC

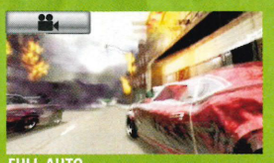
THIS MONTH...

WATCH THE FIRST STUNNING IN-GAME ACTION FROM THESE AMAZING XBOX 360 TITLES – ALL ON THIS ISSUE'S OFFICIAL XBOX MAGAZINE COVERDISC...

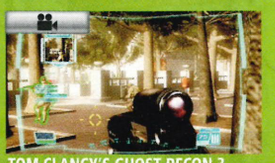
FINAL FANTASY XI
Square Enix brings its ultimate MMORPG to Xbox 360.



FRAME CITY KILLER
Matrix-style combat in a world controlled by vengeful drug barons.



FULL AUTO
Destructible environments and weapons take racing to a new level.

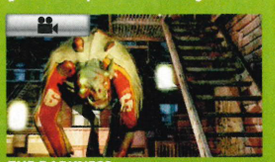


TOM CLANCY'S GHOST RECON 3
Ultra high-tech warfare from the giant of suspenseful action games.

KAMEO: ELEMENTS OF POWER
Graphics to die for! Rare's fantasy game looks an absolute winner.

CONDEMNED: CRIMINAL ORIGINS
Sinister creatures and zombies overrun the city in this dark FPS.

THE ELDER SCROLLS IV: OBLIVION
The follow-up to *Morrowind* could be one of the deepest RPGs ever.



THE DARKNESS
Get the first glimpse of Starbreeze's adap of Top Cow's gory comic series.

GAME ACCESS

DEAD RISING

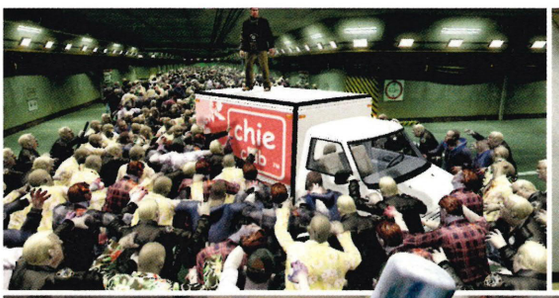
FROM THE MAKERS OF RESIDENT EVIL COMES AN ALL-NEW EXCURSION INTO THE UNDEAD WORLD

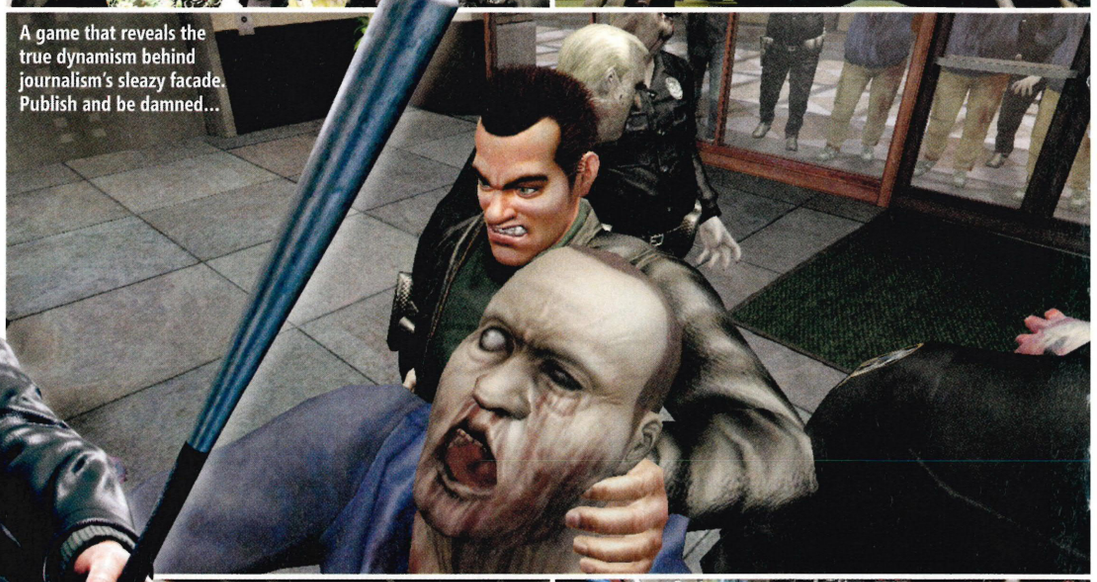
THIS LOOKS more fun than jelly wrestling with ladies in zero gravity. *Dead Rising* is the new adventure from *Resident Evil* legend Capcom, one that moves the focus away from serious 'survival horror' and well towards comical 'zombie death lunacy'.

Look at that screenshot with him standing on the van – there's got to be, what? Two hundred zombies? Three hundred? Loads of zombies! It reminds us of ludicrous stupid-fest *State of Emergency*, but *Dead Rising* has more to offer than mindless violence: it has mindless violence and humour.

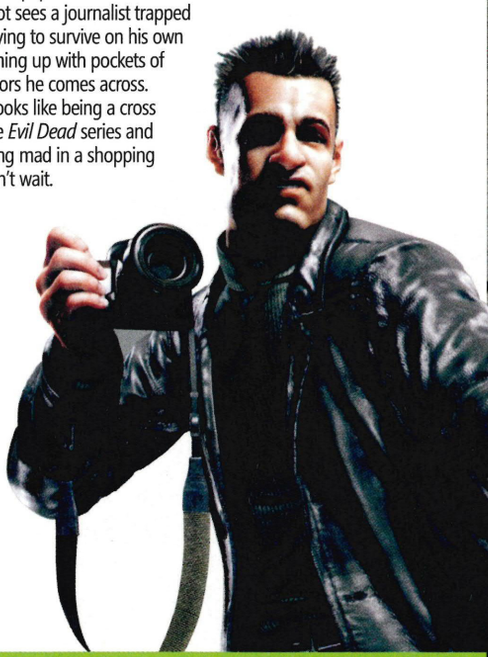
One scene sees our hero escape zombie death by hacking dozens of them to pieces with a lawnmower, while shop mannequins can be grabbed and used as impromptu weapons. Even dead bodies can be hurled around and used to defend yourself. It's probably going to get complained about in boring newspapers.

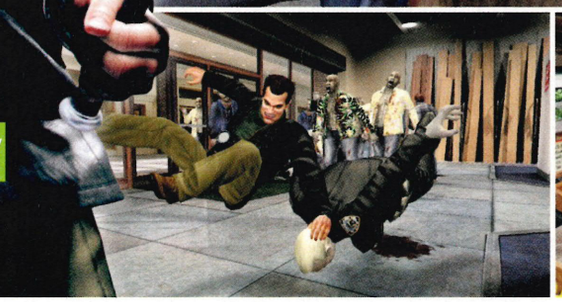
The plot sees a journalist trapped in a mall, trying to survive on his own and by teaming up with pockets of other survivors he comes across. The game looks like being a cross between the *Evil Dead* series and actually going mad in a shopping mall. We can't wait.



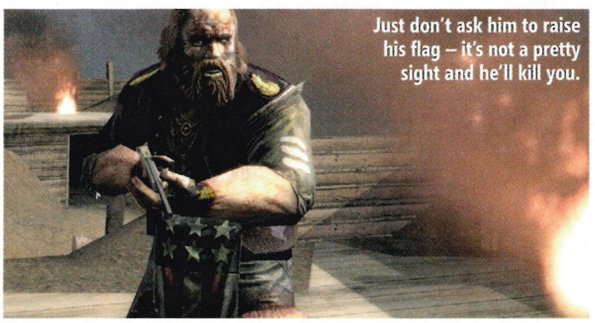


A game that reveals the true dynamism behind journalism's sleazy facade. Publish and be damned...





»Escape zombie death by hacking them to pieces with a lawnmower



Just don't ask him to raise his flag – it's not a pretty sight and he'll kill you.

GAME ACCESS

GUN

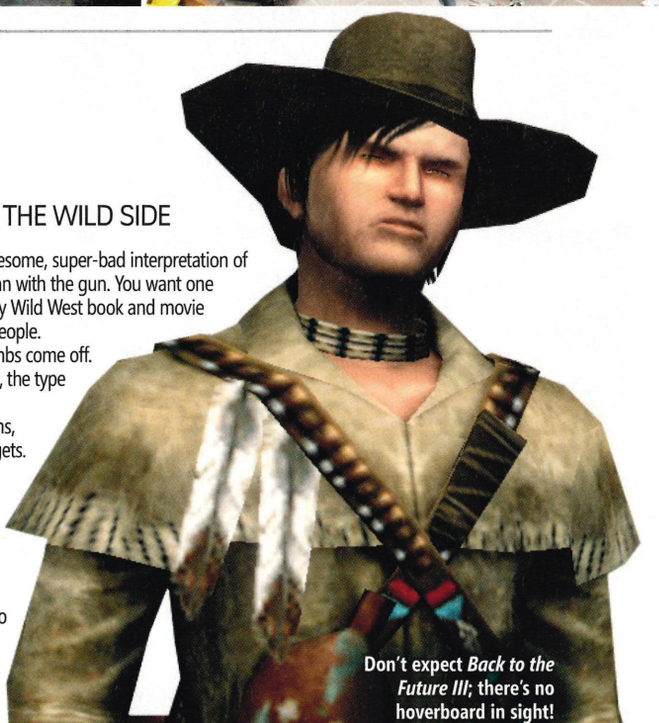
TONY HAWK TAKES A WALK ON THE WILD SIDE

GUN IS THE Wild West gone dirty, in a gruesome, super-bad interpretation of the American outlaw scene. You are the man with the gun. You want one thing – revenge. That's pretty much the plot of every Wild West book and movie ever, as are the things you do in *Gun* – you shoot people.

And, when you shoot people properly, their limbs come off. Because this is brutal Western adventuring, you see, the type that doesn't hold back. You fight with olde worlde weaponry like awkward flintlock pistols and shotguns, with the odd petrol bomb about as advanced as it gets.

It's going to be quite a dark, grown-up and serious affair, with developer Neversoft – the *Tony Hawk's* people – letting go of the seven years of being nice on skateboards to see how many interesting ways they can make human bodies disintegrate under bullet fire.

Apparently it'll be presented in a similar style to Cormac McCarthy's book *Blood Meridian*. Which was brutally gruesome. Ace! *Gun* will be out by the end of the year.

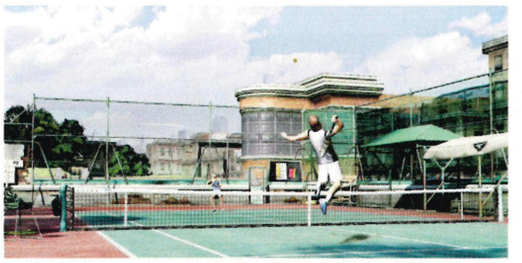


Don't expect *Back to the Future III*; there's no hoverboard in sight!

GAME ACCESS

TOP SPIN 2

TOP TENNIS GAME GETS NEW BALLS FOR XBOX 360



WE SPENT hours on the first *Top Spin* – and that was just waiting for the bloody menu screens to load. Ludicrous presentation aside, it was a top-drawer tennis game based around skill, speed and online play. And now there's more of it for Xbox 360.

Celebrities have been paid; Maria Sharapova, Venus Williams, Andy Roddick, Lleyton Hewitt and Roger Federer have all had their people contacted by the developer's people and agreed to their likenesses being incorporated. You will be in the game too, only you're not being paid. A 'Digital Identity' gives you greater power to create an actual version of you to put in the game (only fitter and much better at tennis).

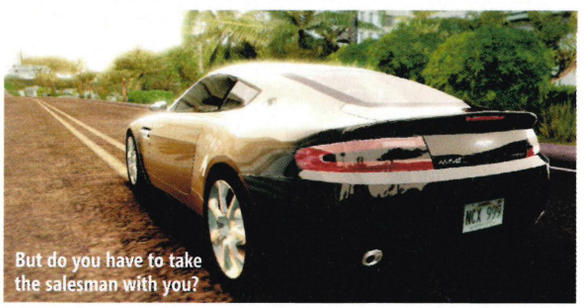
With better support for tournaments built into Xbox 360 and replacing the semi-lame XSN Sports network, this could well live up to the boast of being the greatest tennis game of all. There's no official release date for *Top Spin 2*, but expect it early in 2006. Although that's just an educated guess.

It's so real, we can almost taste the strawberries and cream already.

GAME ACCESS

TEST DRIVE UNLIMITED

TAKE TO THE STREETS OF HAWAII IN SOMETHING REALLY SHINY AND VERY FAST!



But do you have to take the salesman with you?

IT'S ANOTHER racer that wants to be the 'ultimate automotive experience', this time going the extra mile and including motorbikes in its ultimate quest to be the ultimate in ultimate racing simulations.

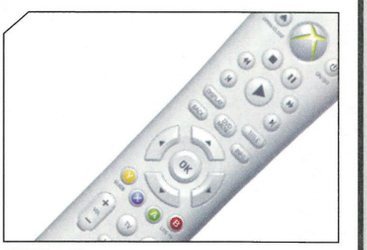
More than 125 licensed vehicles are lined up for inclusion, with Lamborghini, Ducati, Aston Martin, Mercedes, Saleen, Shelby and Jaguar currently recreated and ready to race around Hawaiian roads.

Your cars and bikes can be modded and raced online, with the chance to "win races, challenges, missions and tournaments to earn credits and purchase new cars, bikes, rare performance parts, clothes, apparel, homes and garages", adding up to a hell of a lot to mess around with and race.

You're also able to create your own individual racing challenges, by tinkering with 50-odd race settings and uploading your specific event for others to race. The game makers are also promising you'll be able to use the "radio, electric windows, horn, wipers and more". Beat that, *Gotham 3*!

HARDWARE ACCESS

FIRST SHOTS REVEALED OF THE XBOX 360 OFFICIAL PERIPHERAL RANGE...



XBOX 360
UNIVERSAL MEDIA REMOTE

Does everything. You can even control games with it. It turns on your Xbox 360 and accesses your Media Centre PC for content streaming. Plus it can be set to control your TV, has a 'TXT' keypad for inputting words and the buttons are backlit for sitting in the dark.

XBOX 360
THE XBOX LIVE CAMERA

Thanks to the omnipresent Xbox 360 menus, you can videochat with people even if they're playing a different game or watching a DVD. The camera runs at a smooth 30fps, while the still picture quality of 1.3MP is decent enough for getting your face into games. The camera even has a mic, for full broadcasting power.

XBOX 360
HEADSET

It's white! It goes over your head so old people don't get confused any more! And now you can adjust the microphone sensitivity (see inset above). The earpiece volume control remains, as does the mute button, and there's no adapter – it plugs directly into the Xbox 360 controller this time.

XBOX 360
MEMORY UNIT

Easily portable 64Mb chunks of memory, for you to save games, profiles and in-game achievements to. Not essential thanks to the Xbox 360 hard drive, but a handy, keyring-sized portable option for taking your saves and Gamertags to a mate's house.

GREEN LIGHT

REVEALING THE HOTTEST NEW GAMES GREENLIT FOR DEVELOPMENT!

PUB: MICROSOFT | **PLAYERS:** 1-500,000!
DEV: SQUARE ENIX | **LIVE:** EXCLUSIVELY

RELEASE: SPRING 2006

NEW GAME!

FINAL FANTASY XI

THE FINAL FANTASY SERIES TAKES A MASSIVE STRIDE ONTO XBOX 360, AND THE WORLD OF GAMES SHALL BE UNITED AS ONE!

On Xbox 360 *Final Fantasy XI* is unique. When the game arrives, you will play alongside people that have been living, breathing and attempting to breed in its online world for three years. This is thanks to the Xbox 360 game being compatible with the PlayStation 2 and PC versions of the huge role-play epic. It's going to be like walking into a small village pub where everyone knows each other. You'll be the weird outsider wearing the pink T-shirt and yellow wristband that's going to worry about getting beaten up on the way home.

Earning the respect of the hardened, existing *Final Fantasy* community will be tough, but with *FFXI* you're encouraged – and sometimes even forced – to play co-operatively to get to know your new friends. The Chains of Promethia missions – a massive downloadable extra that's going to be included in the Xbox 360 version – changed the balance of the game, and introduced more team quests, forcing players to work together and choose in-game careers that made them genuinely valuable team players instead of just wild lone frontiersmen.

Change is an ongoing theme in the *FFXI* universe, with regular updates eliminating cheats, adding what is technically known as 'new stuff', and opening up more areas to battle in and explore. There are 15 main jobs to take on. You can be a Monk, a Beastmaster, a popular Warrior type, or a magic-based Mage, opting to play solo or taking the easier route up through the ranks by attaching yourself to a team for mutual protection as you develop.

Techniques known as Skill Chains rely on players fighting together to defeat enemies, with sequential attacks of the same variety linking together for super damage. But we can only scratch the surface of what's on offer in *Final Fantasy XI*, for it is without doubt the biggest, most detailed and in-depth adventure game on the Xbox 360 horizon.

Finally, it's strongly rumoured that a beta test – a limited trial to make sure everything works before the game's official release – will start for Xbox 360 *Final Fantasy XI* alongside the console's launch. Which means you could be playing *FFXI* as soon as November 2005. Stay tuned for more details on the beta test and this massively-multiplayer monster.

SELECT SCREENSHOT...

1. **Battles are what it's all about. Well, battles and jobs. Well, battles, jobs and levelling up. Well, actually, it's more about battles, jobs, levelling up, making friends, enhancing your character and accumulating money. And more. It's not about upgrading your Ferrari, though. Definitely not.**
2. **There are five basic races to choose when starting out in *Final Fantasy XI*. Mithra are female-only mid-range characters; the Hume are standard male and female humanoids; Elvaan are your bulky axe-wielding types; Galka are strong defensive chaps; and the Tarutaru are cute little magicians. *FFXI* is an equal opportunities game.**
3. **This is a particularly fine shot of Vana'diel – the *Final Fantasy XI* world. The Xbox 360 version is based upon the superior PC game, one that benefits from a vast number of visual enhancements over the US-only PlayStation 2 original. Expect the bar to be raised again on Xbox 360.**
4. **In case you were wondering, no, there's no offline game. Everything you do in *Final Fantasy XI* is based around interacting with the online world and people within it, so it's not going to be for you if you're antisocial or broadbandless.**
5. **Vana'diel is split into three kinds of area – towns, fields and dungeons. There's about 30 or 40 of each, spread across two continents – Quon and Mindartia – making a gigantic universe to explore.**

KILLER FEATURES

EVOLVING WORLD

The game has been updated numerous times since its release on PC, with downloadable enhancements adding new missions and features. They'll all be included in the Xbox 360 version, making it by far the biggest and most polished adventure around.

500,000 PLAYERS INCLUDED

The official fact sheets says 500,000 people have signed up on the PC and PlayStation 2 servers, but we doubt that many people are still playing every day. Even so, thousands upon thousands of people await in *Final Fantasy XI*'s online universe.

STUPIDLY DEEP

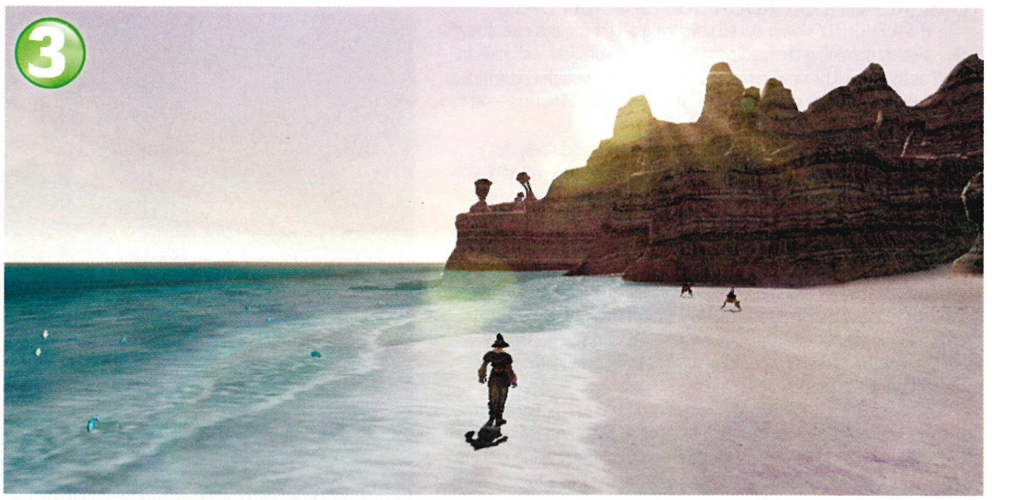
You can make money by being a gardener. If you are a gardener, you have to check your crops once a day to ensure optimum growth, feed them with elements, and even pay attention to the phases of the moon to help them grow big and strong.

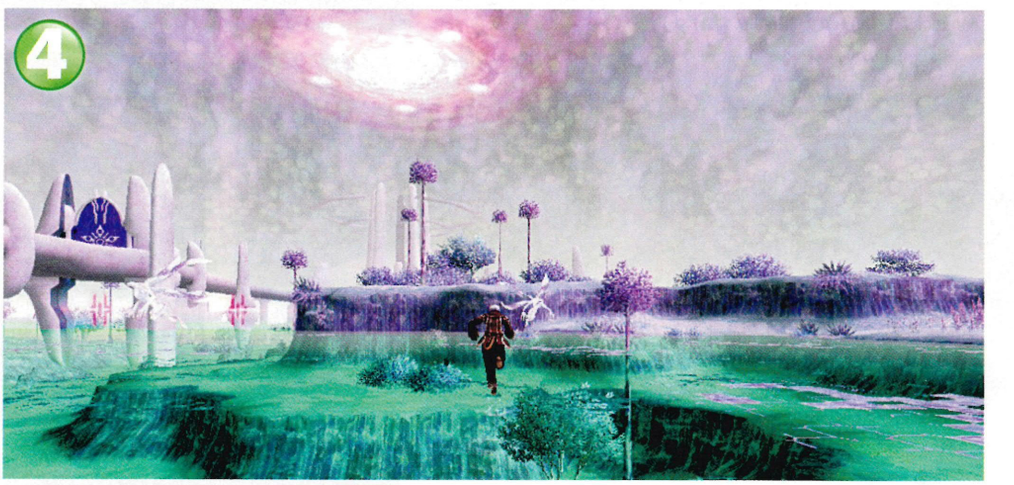
These are the Elvaan people. With the ears. They all look the same to us!

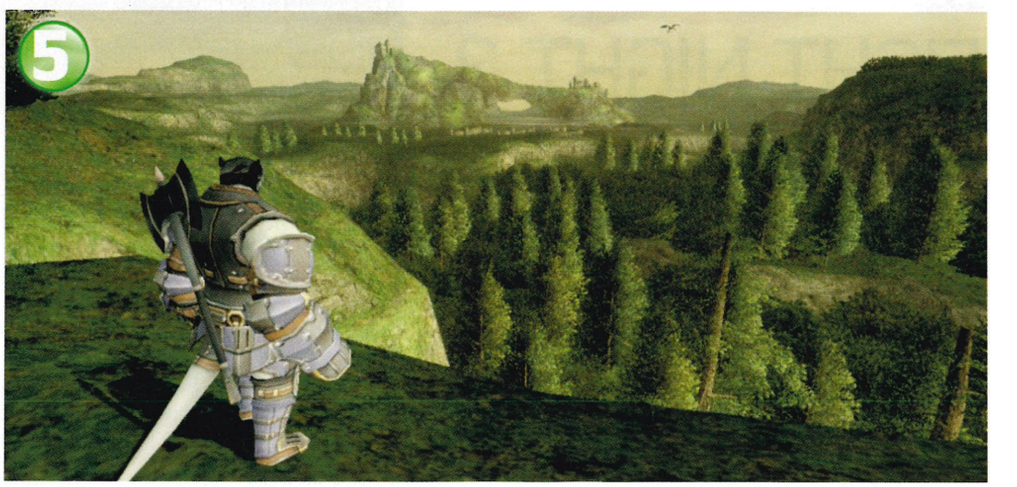
A Hume couple, in matching leather tops. They all look the same to us!

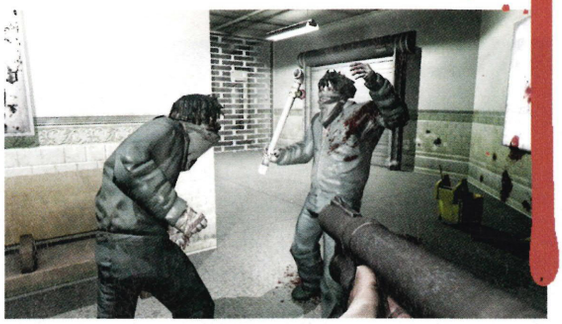
A warrior (left) and a puny Mithra on the right. They all look the same to us!

If you're a girl you'll play as the cute ickle Tarutarus and their lovely button noses.









Packed with killer features!

GAME ACCESS

CONDEMNED

SEGA'S DARK PSYCHOLOGICAL SHOCKER AIMS TO BE READY FOR XBOX 360 LAUNCH DAY!

IT'S A SLIGHTLY slower-paced psychological thriller, this one, and it's already outraging the media thanks to its use of sticks with nails in. As well as that, you'll be needing forensic skills to get through *Condemned*, as you – playing the role of Serial Crime Unit agent Ethan Thomas – set about hunting down serial killers.

Maker Monolith wants the game to be disturbing and nasty. To record the horror so you can send it to *The Daily Mail*, *Condemned* gives you a digital camera, video camera and PDA – all of which are used to communicate clues back to your research assistant at HQ. Your assistant – let's call her Scully – then sends back information and plot updates based on your findings.

There are puzzles to solve, things to examine and places to explore, slowing the pace of the game and making it more of a thoughtful affair than the all-out slasher these images suggest. Oh, and you go slightly mad. Mr Thomas gradually unravels mentally as you play, leading to all sorts of insanity and perception problems.

The weaponry is... everything. You can rip lumps of scenery off to use, lift up floorboards for makeshift clubs, or grab pipes and tear planks off wooden benches to use during the non-psychological fighting bits. You can fight with your hands, too, tearing away at the killers to stay alive. It's going to be nasty and probably quite good. *Condemned* should appear alongside Xbox 360 on launch day.

Real agents study blood spatter patterns to judge ferocity of attack.

It's a far cry from *Sonic the Hedgehog* and the most mature Sega game yet!

Definitely not one for the kids this Christmas.

GAME ACCESS

FIGHT NIGHT 3

SUPERB BOXING SERIES VASELINES ITSELF UP FOR XBOX 360 COMBAT

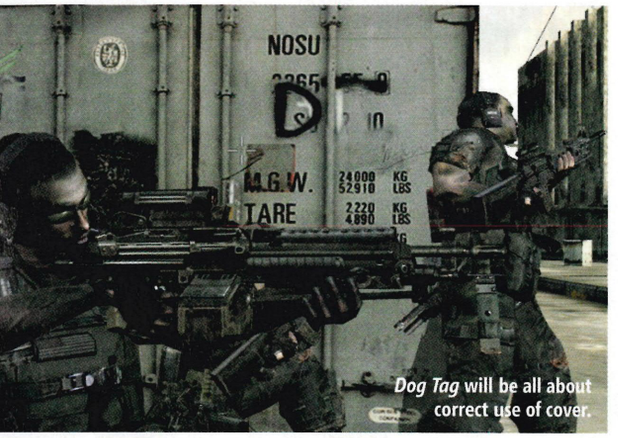
FIGHT NIGHT, the boxing series that mixes a realistic look with simple arcade play, is coming to Xbox 360. Featuring the likenesses of the world's greatest boxers (Ali, Lennox Lewis, Roy Jones and more), the *Fight Night* titles have always been crowd pleasers – and online play through Xbox 360 should make this third chapter the greatest yet.

Fight Night Round 2 featured a new special attack button that let you pull off ludicrously powerful haymakers with just one press, leading to allegations of 'dumbing down' from boxing game aficionados, but winning it numerous fans after a quick and easy fighting game.

Judging by this amazing image, *Fight Night 3* is going to look more real than seeing actual real people in real life. Somehow. *Fight Night 3* has no official release date yet, but we expect it to appear in early 2006.

The most realistic spittle ever recreated in a videogame? Nice!

Make sure you wear your cap backwards at all times!



Dog Tag will be all about correct use of cover.

GAME ACCESS

DOGTAG

IT'S WAR! AGAIN! WITH A SQUAD! AGAIN! AND THERE'S NOT A GOLDEN RETRIEVER IN SIGHT!

IT'S A SQUAD-BASED shooter. You are an elite Special Ops commander. You play to protect your squad while thinking tactically and out-manoeuvring the enemy. It's quite a bit like lots of other war games on Xbox 360, but here's the key feature – you fight in modern-day urban environments.

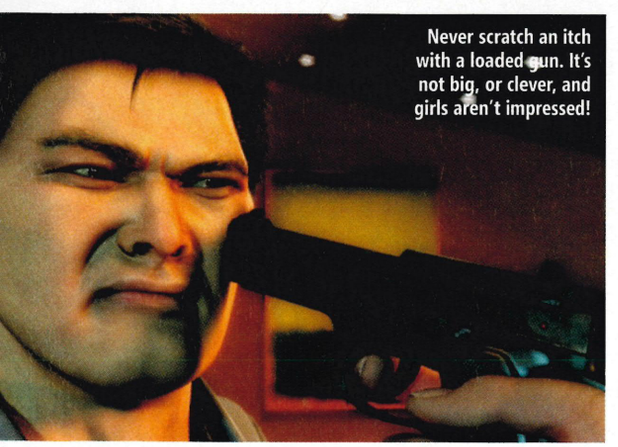
Okay, so thrilling innovation in *DogTag* is still to be revealed, but what it *does* promise it looks to do with some substantial style. You're required to seek out cover, using your environment to stay safe and taking up tactical fire positions. *DogTag* also employs a technique it's calling 'blind fire', a feature designed to encourage the laying down of tracer rounds to pin down the enemy troops and buy yourself more time to plan and act.

It's also keen to highlight the technical stuff it's doing to make the game look all shiny for Xbox 360 – such buzz-phrases as collision physics, dynamic shadowing and global illumination light mapping have been employed to ensure *DogTag* will look splendid in time for its spring 2006 release.

DogTag's main rival could be *Ghost Recon 3*, which should be an Xbox 360 launch title and is already looking like one of the most innovative and stylish urban team shooters we've ever seen. It should be a good fight in any case!

»You play to protect your squad while thinking tactically and out-manoeuvring the enemy

Chow was determined that the last sausage on the barbecue was his...



Never scratch an itch with a loaded gun. It's not big, or clever, and girls aren't impressed!

GAME ACCESS

STRANGLEHOLD

JOHN WOO AND CHOW YUN-FAT TEAM UP ON XBOX 360

THIS IS NOT just any old action game, but an 'intense' one that's being co-produced by global action director John Woo, and will star his *Crouching Tiger* and *Hard Boiled* actor mate Chow Yun-Fat.

Set in Hong Kong and Chicago, *Stranglehold* already promises to feature all that freeze-frame, camera-spinning action nonsense, plus... a plot! Chow Yun-Fat plays a guy called Inspector Tequila, a man who likes to point guns in people's faces.

As you can see from these images, the game's looking hot, and with *Stranglehold* being created by the team behind the more-than-decent *Psi-Ops*, we have high hopes for it. It's out in mid-to-late 2006.

XBOX 360 GAME RELEASE LIST

OVER 100 TOP TITLES NOW RUMOURED TO BE IN DEVELOPMENT FOR XBOX 360...

ACTION/ADVENTURE
2 Days to Vegas
211
6GUN II
Afterburner
Alan Wake
Banjo Kazooie game
Battle Angel
Chrome Hounds
Condor Trilogy Online
Dead or Alive: Code Chronos
Dead Rising
Demonik
Dirty Harry
Frame City Killer
Gears of War
Gun
Harry Potter and the Goblet of Fire
Indiana Jones game
Infraworld
Interview With a Made Man
James Bond: From Russia With Love
Kameo: Elements of Power
King Kong
Marvel vs EA
Metronome
Monster Madness
Ninety-Nine Nights
Ninja Gaiden 2
Omikron 2
Pirates of the Caribbean: Dead Man's Chest
Possession
Saint's Row
Scarface: The World is Yours
Secret Service
ShadowClan
Stranglehold
The Darkness
The Godfather
The Outfit
Theseis
Tom Clancy's Ghost Recon 3
Tom Clancy's Splinter Cell 4
Tomb Raider: Legend
Too Human Part 1
Too Human Part 2
Too Human Part 3
Tracer
True Crime 2: Streets of Hong Kong
Ultimate Spider-Man
Voodoo Nights

FIGHTING
Dead or Alive 4
Killer Instinct III
King of Fighters: Maximum Impact 2
Mortal Kombat 7
Soul Calibur game
Virtua Fighter game

FIRST-PERSON SHOOTERS
Avalon
Battlefield 2: Modern Combat
Black
Call of Duty 2
Condemned: Criminal Origins
Dark Sector
Dog Tag
Halo 3
House of the Dead game
Huxley
Killing Day
Perfect Dark: Zero
Prey
Project Delta
Psychopath
Quake IV
Section 8
The Fixer
Turok game
Unreal Tournament 2007
Wardevil: Unleash the Beast Within

RPGs/LIFE SIMS
[eM] -eNCHANT arM-
Blue Dragon
Dead or Alive Extreme Beach Volleyball 2
Fable 2
Final Fantasy XI
Jade Empire 2
Lost Odyssey
Project New Jersey
Spore
The Elder Scrolls IV: Oblivion
The Urbz 2

RACING
Burnout: Revenge
Crazy Taxi game
Forza Motorsport 2
Full Auto
MotoGP 4
Need For Speed Most Wanted
Project Gotham Racing 3
Sega Rally game
Test Drive Unlimited

SPORTS/EXTREME SPORTS
Amped 3
College Hoops 2K6
Fight Night 3
FIFA 06
FIFA Street 2
Madden NFL 06
NBA 2K6
NBA Live 06
NHL 2K6
SSX 4
Tiger Woods PGA TOUR 06
Top Spin 2
Tony Hawk's American Wasteland

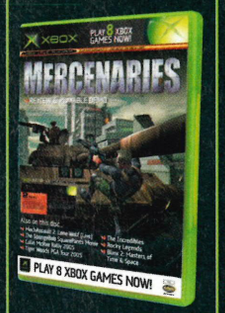
PLATFORM/PUZZLE/VISUALS
Sonic game
Tetris: The Grand Master 4
Neon

Back Issues

Missed a copy of your favourite mag? Trying to track down an essential demo? Don't fret - you can order back issues of *OXM* by calling 0870 837 4773 (UK only) or 01858 438795 (overseas). But hurry - stocks are limited!

ISSUE 39 FEB 2005

Demos: MechAssault 2 (Live), Mercenaries, The Incredibles, Blinx 2, The SpongeBob SquarePants Movie, Tiger Woods 2005, Rocky Legends, Colin McRae 2005
Game Saves: Conflict: Vietnam, Leisure Suit Larry: MCL, Samurai Warriors, Def Jam FFNY, Men of Valor: TVW

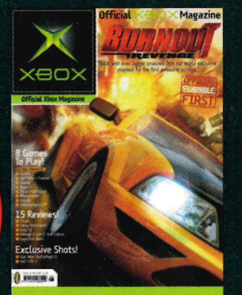


ISSUE 40 MAR 2005

Demos: TimeSplitters: Future Perfect, Unreal Championship 2, SNK Vs Capcom: SVC Chaos, Area 51, Splinter Cell Chaos Theory, Tak 2, Constantine, Star Wars: Republic Commando
Game Saves: Crash Twinsanity, Ford Racing 3, Kingdom Under Fire: TC, Shark Tale, Spyro

ISSUE 41 APR 2005

Demos: Jade Empire, Area 51, Tron 2.0, Greg Hastings' Tournament Paintball, Ford Racing 3, Teenage Mutant Ninja Turtles 2: BattleNexus, Ghost Recon 2, Splinter Cell Chaos Theory
Game Saves: Backyard Wrestling 2, Call of Duty, Def Jam FFNY, NFSU2, Thief: DS

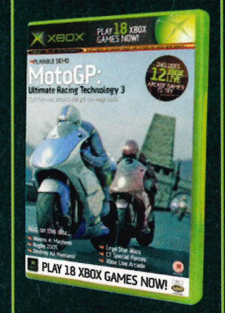


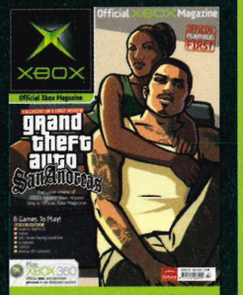
ISSUE 42 MAY 2005

Demos: Pariah, Juiced, Robots, TimeSplitters: Future Perfect, Area 51, Sid Meier's Pirates!, Forza, Mercenaries
Game Saves: Halo 2, GoldenEye: Rogue Agent, NFSU2, Yu-Gi-Oh! Dawn of Destiny, Tron 2.0: Killer App, Robotech Invasion, Guilty Gear X-2

ISSUE 43 JUNE 2005

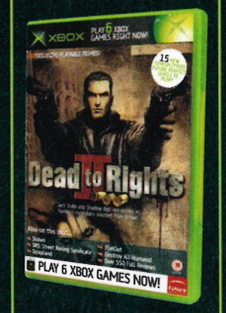
Demos: MotoGP 3, Lego Star Wars, Worms 4: Mayhem, Rugby 2005, Destroy All Humans!, CT Special Forces: Fire For Effect, Xbox Live Arcade
Game Saves: Outlaw Golf 2, Mercenaries, The Suffering, SpongeBob SquarePants Movie, NBA Street V3, Vietcong: Purple Haze





ISSUE 44 JULY 2005

Demos: Dead to Rights II, Stolen, SRS: Street Racing Syndicate, Scrapland, FlatOut,
Game Saves: The Punisher, Playboy: The Mansion, 15 new TimeSplitters Future Perfect levels
Movies: The Godfather, Battlefield 2: Modern Combat, and more!



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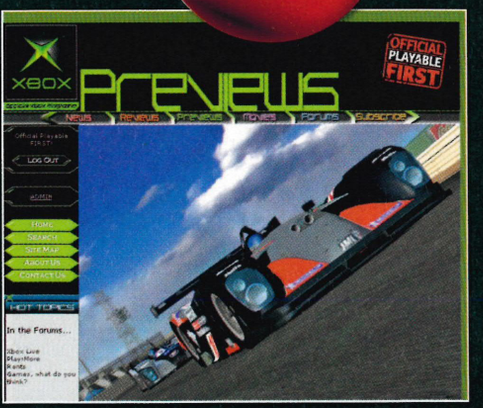

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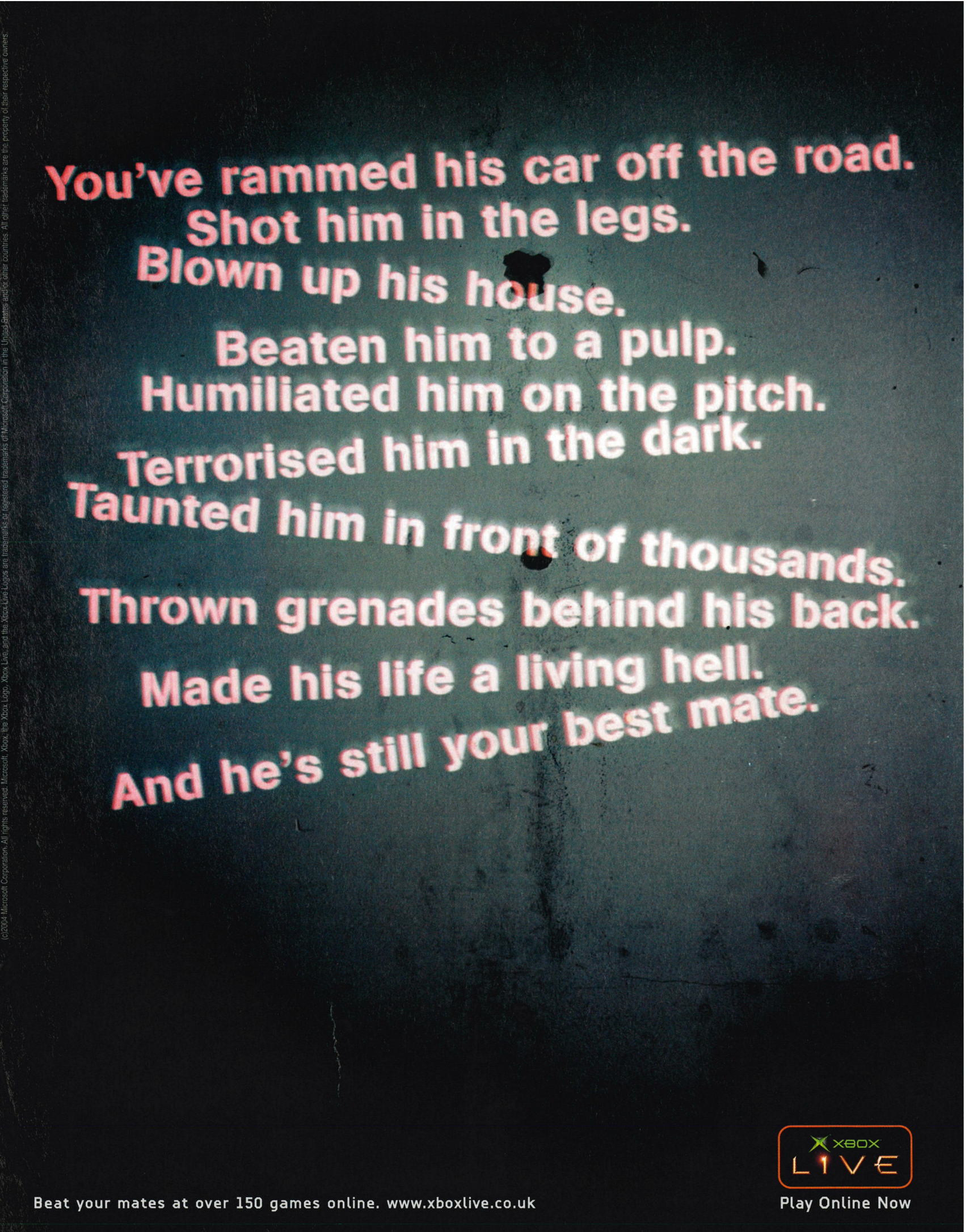

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Reviews

Written by gamers who live and love games

Summer has well and truly hit and that can mean only one thing - the blockbuster movie tie-in. Although he hasn't had much success on Xbox, the new Batman film is garnering critical praise everywhere, so flit to page 074 to see if the stealthier, sexier Batman game, *Batman Begins*, is any good.

We've also got the *Halo 2* Multiplayer Map Pack, an outstanding expansion of an already stunning online shooter. Go and buy or download it right now! There's also a welcome return for Brian Lara and his legendary *International Cricket* series, last seen bowling us over in the days of the Mega Drive. Break out the Pimms and enjoy!

Andy Irving, **Reviews Editor**

Our Badges explained

XBOX ELITE
Any game scoring a whopping 8.5 or more.

GAME OF THE MONTH
Our favourite of the Elite games reviewed this month.

XBOX LIVE
Downloadable content, online play, or both.

ONLY ON XBOX
An Xbox-exclusive game for at least three months.

ON THE DISC
A playable trial or movie of the game is on our disc.

Score Key

8.5-10.0
THE XBOX ELITE - ONE OF THE VERY BEST AVAILABLE

7.5-8.4
A TOP-QUALITY RELEASE THAT'S WELL WORTH HAVING

6.5-7.4
STILL WELL WORTH CONSIDERING, BUT HAS SOME FLAWS

5.0-6.4
AN AVERAGE TITLE WITH NOTHING OUTSTANDING TO OFFER

2.5-4.9
A BAD GAME, AND ONE YOU SHOULDN'T BOTHER WITH

0.0-2.4
CALLING SUCH A RANCID STINKER A 'GAME' IS LIBELLOUS

Batman Begins P074
The best Batman movie ever spawns the best Batman game ever!

Worms 4: Mayhem P079
The little wiggling pests are back again with a host of new features.

Capcom Fighting Jam 083
2D, er, stays 2D

Halo 2 Multiplayer Map Pack 084
Battered the original maps to death twice? Here's a load more.

King of Fighters: Maximum Impact 090
2D goes 3D AT LAST! But why wasn't this done sooner?

King of Fighters 2002 092
2D isn't the way forward. It never was. We want 3D. Or even 4D!

Brian Lara's Int'l Cricket 2005 094
It's the cricket game we've all been waiting four (get it?).

Yetisports Arctic Adventures 096
Fans of the ace little Flash game look away NOW!

Hardware 099
This month: a card that turns your monitor into an HDTV!

Elite Reviews Directory 100
Games you need to own! Check out the full directory on the disc.

↑ Holy movie-conversions Batman! It's actually quite good!

Batman Begins

The movie tie-in that's set to rewrite movie tie-in rules - by actually being good

Words: Gary Cutlack

Dev: EA	Pub: EA
Players: 1	Live: None
Release: Out Now	
www.eagames.com/official/batman/batmanbegins/us	

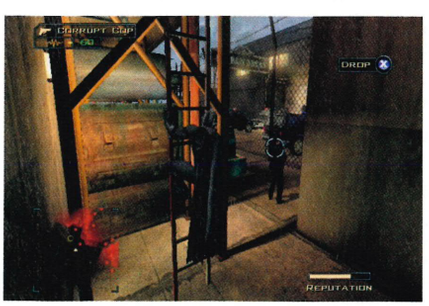
THERE'S NO MESSING about with reasons, motivations or boring old character development at the start of *Batman Begins* - within seconds of starting you're kicking in heads and flying around a dirty mental asylum. It's an impressive opening, one which lets you know the most important thing about *Batman Begins* - it's easy to play. It's an action game you can play with only one button, it's a stealth game you never get frustrated playing and it's a driving game that's *Burnout 3*. More on that later.

A brief training mission comes after this bombastic opening, with Bruce Wayne flashing back a year and relocating to the Himalayas to train at the hands of his double-crossing ninja masters. And then - just like in the film - the action flashes back to modern-day Gotham City and starts letting Batman bust heads with his new-found skills.

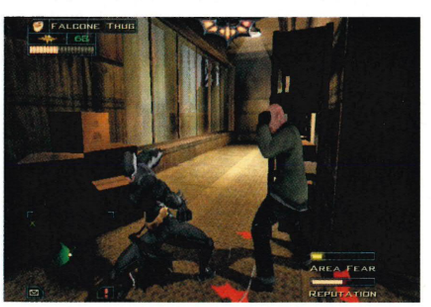
So yes. It's quite a lot like the film, and the between-level clips of the movie ruin the plot if you haven't already seen it. What the game also does is add more stuff to pad it out. In the film, Batman just sort of appears at the docks for the drugs bust bit - but in the game you see him get there, mess about behind the scenes beating people up, play a whole mission not featured in the film at all, and then head off down into the sewers for another original bit - before it all ties in again with the movie and a few more video clips.

A lot of the fun players are going to have here is pointing at the screen and saying "Oh yes, it's that bit from the film", then seeing what new stuff has been shoehorned in. Sadly, though, this *Batman* game has been through the Electronic Arts homogeniser, resulting in the most disgraceful addition to the Bat-franchise since Arnie's turn in *Batman & Robin* - a 'Respect' meter.

Yes, as in every other EA production, *Batman Begins* issues troublesome-youth-friendly 'Respect' points for pulling off spectacular moves. But in fact, what it's really doing is just saying you've got some 'Respect' for completing a part of the game you'd have to complete anyway, Respect meter or not. We hate these meters and the last thing we need to see after dispatching a room full of grunts in a cool, cape-swirling Batman style is the message "Respect Increased" popping up on the screen. It cheapens the mighty Batman mythology! »»



↑ Actually, we prefer Spider-Man.



↑ Combat is nice and simple to pull off.

Bonus info

AND THEN I...

The plot is told via you overhearing the bad guys chatting away. Sometimes you look under doors with your optic cable, listen in for

a bit, then run off to hide in the shadows when the enemy says he's off out for a walk. Paying attention to the dialogue is essential - and interesting, too.

↑ *Burnout 3: The Batmobile Edition.*

↑ **Train in the ways of the bat you must.**

»» The idea behind the Respect gauge is a little flimsy anyway. This and each level's Fear meter are supposed to reflect how scared the bad guys are of Batman, with panicky dudes more susceptible to Batman's attacks than calm ones. In practice, it makes little difference, with the idea behind each mission being (a) disable the blokes with the guns, then (b) beat up the unarmed others.

It's also a little odd – pull a switch to release some crates and the bad guys get so scared they all drop their guns so you can fight them. If you were one of those bad guys and were shitting yourself that some dark, mysterious monster was coming to get you, wouldn't you be holding onto your AK47 a bit tighter when the scary stuff goes down, rather than just dropping it on the floor when Batman knocks over some barrels?

Once you've disarmed the goons, the fighting action is just about acceptable. It's a poor man's *Ninja Gaiden*, with constant holding down of the block button – which *NG*-lovers will be infuriated to find switched to the Right trigger – combined with the counter attacking X button getting you through most fights unscathed.

If you are knocked down, the B button does a spinning-leg getting up attack, which also comes in handy against blocking enemies – a slower attack can be pulled off to break their guard and let you start hammering punches and kicks again until they fade from view in an unsatisfactory manner. It's not a demanding or complicated combat system. The Himalayan training section highlights this extremely well, declaring you a Master Ninja after all you've done is climb along a pipe for a bit and press X to beat three ninjas.

But that's okay, because *Batman Begins* is more about stealth than action. Clicking the left stick puts you in the familiar crouching pose, with any nearby enemies popping up on a little radar, so you can see which direction they're looking and if they have a gun. If they do, your next task is to sneak up behind them and press B to knock them out. If they're gun-less, you can run in and press X to knock them out in an action style.

Occasionally, you come across a room full of three enemies all carrying guns – your cue to climb a ladder and go through the other door. It's a stealth game, but it's a very, very simple one. »»

Bonus info

BURNOUTMOBILE
We couldn't quite believe what we were seeing when we played the Batmobile driving section for the first time – it's an incredibly shameless copy of *Burnout 3*. You have a nitro button, you ram enemy cars off the road – complete with slow-mo replays. It even racks up a score at the end. It is *Burnout 3*!

BLOCK TACTICS
The Right trigger button is your block button. As with the mighty *Ninja Gaiden*, you can hold

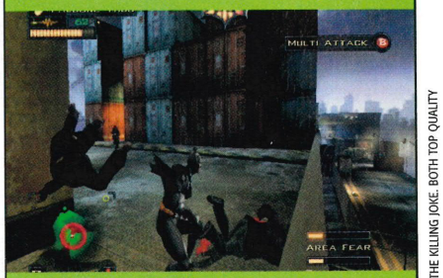
this down and press a direction to roll out of danger, and there's one innovation as well – pressing X while blocking does a counter attack. A clever idea, but one that makes the game's fighting sections ludicrously easy.

How 'like the film' is Batman Begins?

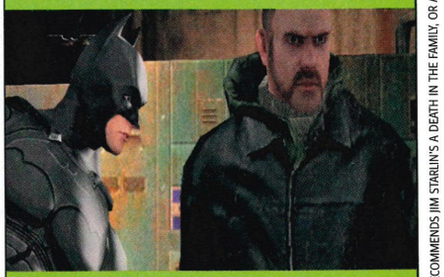
EA WAS GIVEN ACCESS to most of the assets used in the movie. Look out for scenes from the movie as well as the real actors' voices.

↑ **THE RIGHT FACES?**
Check this guy out. It's Falcone and he looks exactly like he does in the film.

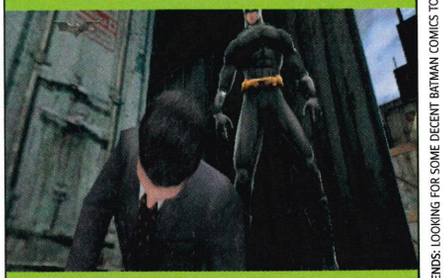
↑ **THE SAME PLOT?**
Yes, it's the same plot. You get to play all the key events, mixed in with all-new events.



↑ **ALL THE ACTION?**
It's a spot-on blend of sneaking, fighting and smashing through things at 200 miles an hour.



↑ **THE ENEMIES?**
There aren't many 'boss fights'. Instead you fight through waves of generic bad guys.



↑ **LOVE STUFF?**
There's no snogging/poking of the lovely Katie Holmes, unfortunately.

BATMAN LEGENDS: LOOKING FOR SOME DECENT BATMAN COMICS TO READ? OXM RECOMMENDS JIM STARLIN'S A DEATH IN THE FAMILY, OR ALAN MOORES THE KILLING JOKE. BOTH TOP QUALITY

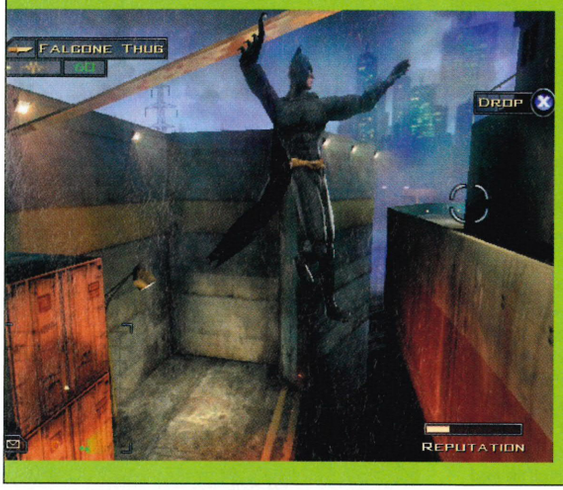
WHAT KIND OF GAME IS BATMAN BEGINS? It's a mish-mash. But is it a good mish-mash?

← 40 PER CENT STEALTH
Yep, unusually for a movie tie-in, *Batman Begins* has you sneaking about in a simplified stealth style for the majority of the time.

HOW GOOD ARE THE STEALTH BITS?
As good as if *Splinter Cell* was developed in half the time by half the people. Good, but too simple for stealth lovers. 7/10

← 30 PER CENT ACTION
When you've scared your enemies enough to make them drop their guns, some pressing of X, Y, and occasionally B, is enough to beat everyone.

HOW GOOD ARE THE ACTION BITS?
It's a ropey cover version of *Ninja Gaiden*. Very simple, button-hammering stuff. 6/10

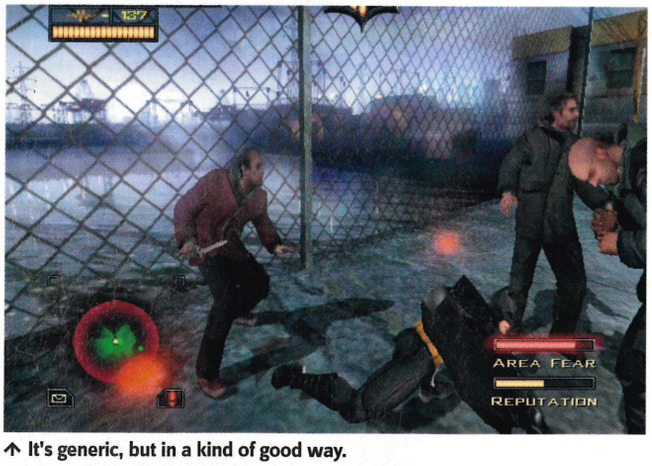


← 20 PER CENT PLATFORM
There's a fair bit of jumping around, but the Bat is very generous – no matter how clumsy your jumps he always 'locks on' to ropes and helps you out.

HOW GOOD ARE THE PLATFORM BITS?
User-friendly and very easy to play, the climbing and puzzling bits are a joy. 9/10

← 10 PER CENT DRIVING
The Batmobile bits are awesome – fast, fun, plus you get to fire missiles at lorries as you max out your nitro. The highlight of the game.

HOW GOOD ARE THE DRIVING BITS?
It's *Burnout 3* with a Batmobile. So very good. 9/10



↑ It's generic, but in a kind of good way.

↑ When stealth doesn't work, you've always got your Bat-fists.

↑ Beat up goons and earn 'respect'. You weren't expecting that, eh?

»» Which, frankly, is a bit of a relief. We're tired of stealth games that make us cry by being too difficult and are happy to crown *Batman Begins* as the world's first 'fun' stealth game.

The way the missions work is so very simple. You know what to do, you've done it all before. Enter a new location and you soon stop bothering to check the obvious door – because videogame law says that you have to go round the corner and through another door to unlock that one.

Batman Begins contains zero surprises in its tasks. Like, for God's sake, there's even a level where you run around turning steam valves! If we had a pound for every time we've had to turn a steam valve in a videogame, we'd be wearing significantly more expensive trainers.

In fact, were it not for the fact you're wearing a stupid Batsuit, you could be playing any action game released in the past five years, thanks to *Batman Begins*' selection of air vents to crawl »»

↑ The driving bits are easily the most exciting in the game.

"Like most big-budget, important videogames, there's little wrong with Batman Begins"

Bonus info

BAT TOYS
You're gradually given more gadgets as you play. By the end you're loaded with infra-red

security camera hacks, so you can see trip wires, smoke bombs, plus the extremely cool high-pitch emitter for summoning in swarms of bats to overrun your enemies. Each one is simple to use and quite a laugh.

↑ What are you? A man, or a mouselike mammal with wings?

» through (yawn), crates to climb over (yawn, stretch) and thoroughly predictable warehouse stages to slog through (yamn, stretch, fall asleep and dream about playing *Ninja Gaiden Black* instead). Like most big-budget, extremely important videogames, there's very little wrong with *Batman Begins*. It looks quite okay, the way it plays is extremely simple and you won't ever get lost, or confused, or angry thanks to the big, obvious arrows that point where to go all the time.

Our main whinge is that it's a little too full of familiar themes. You sneak up behind people, you ram cars off the road in the obviously copied-off-*Burnout 3* driving bit that even racks up the value of the cars you've wrecked, you solve puzzles and climb over crates – it's quite a shameless assault of gaming clichés.

But we still like it. It's polished. If you jump up to get a ledge, you will land on it. Nothing goes wrong, the game's kind to you. There are no awkward glitchy bits, you can rattle through it really quickly and it feels like the shiny, well-produced and inoffensive product that it needs to be.

It's good. Clichéd nonsense, but good. Think of this as a kind of slightly worse *Ninja Gaiden* with stealth bits, or as a user-friendly introduction to the world of stealth games, and you'll get a good few hours of fun out of *Batman Begins*.

↑ Sadly, there's no Katie Holmes to play with.

↑ Makes the old TV series look a bit lame.

↑ Time for the old Bat-neck-snap.

↑ Dark surroundings for a dark superhero.

The Summary

BATMAN BEGINS THE FACTS YOU NEED TO KNOW

- ✔ Great character design – all the faces from the film are in the game waiting to be smashed in.
- ✔ Very user-friendly in the way it points you where to go and teaches you everything – too simple for pros, though.
- ✔ The way this elaborates upon and fleshes out events from the film makes it a great companion to the movie.
- ✘ Very predictable mission structure and tasks you've performed a thousand times before in numerous games.
- ✘ You fight in docks, sewers and factories – hardly a thrilling selection of Gotham City locations.

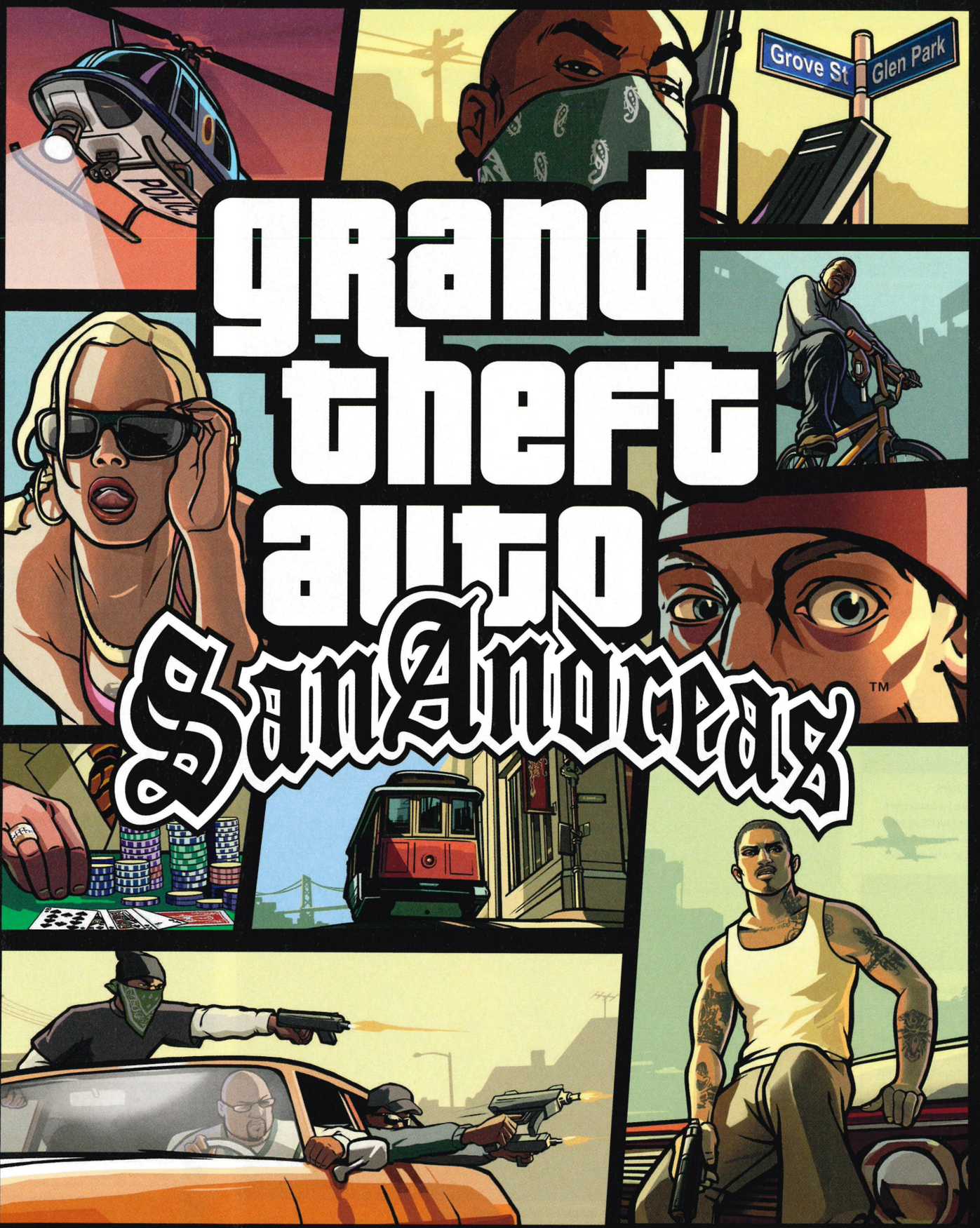
The Verdict

An atmospheric and nice-looking action game with enjoyable and easy stealth sections. Decent but hackneyed action.

8.2//10

PREVIOUSLY: Preview – Issues 37 and 42
COMING SOON: Hints – Issue 46

BATMAN CONTINUES: WARNER BROS WAS APPARENTLY SO IMPRESSED BY MR BALE'S PERFORMANCE AS BATMAN THAT HE'S BEEN SIGNED UP TO MAKE TWO MORE MOVIES AS THE CAPED CRUSADER



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↑ Gone are the forts, back are the old-school tricks. Welcome back, jetpack worms!

Worms 4: Mayhem

The new benchmark in 3D Worms games is here

Words: Ben Lawrence

Dev: Team 17	Pub: Codemasters
Players: 1-4	Live: 1-8 players
Release: July 2005	
www.team17.com	

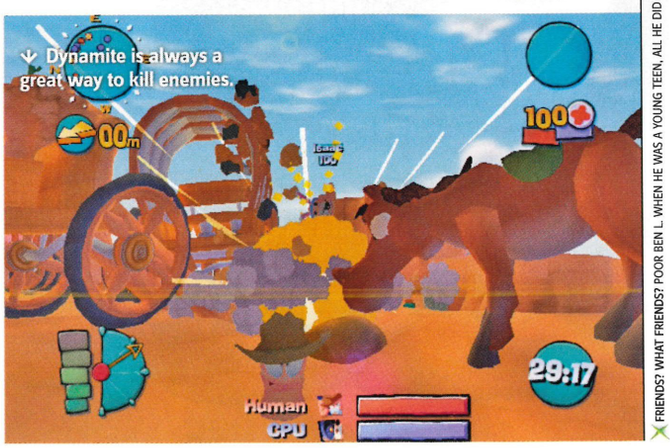
IF YOU CUT a worm in two it most certainly does not grow into new worms. It'll spurt its greyish guts everywhere, convulse a little, ooze out a strange dark-green substance, then die. We know, we tried it when we were kids. Andy Davidson was having much more fun when he was a kid, though. He was creating *Worms* between sitting exams, just so he could destroy them in more inventive ways. Who'd have thought we'd be sitting here all these years on with *Worms 4: Mayhem* on our lap, experiencing the closest a current-gen console has ever come to creating the thrill of the original *Worms*?

Much has changed along the way. If the worms weren't dressing up as Vikings, they were building forts. All the construction and fancy dress stuff was in danger of overshadowing the point – *Worms* isn't about building, it's about demolition, and that's precisely what you get with *Mayhem*.

The basic premise of *Mayhem* is virtually the same as every other Xbox *Worms* title – tit for tat turn-based violence using household implements and members of the clergy as weaponry. Banana bombs are so passé, darling! Actually, as well as the usual suspects (banana bombs included), the range of weapons on offer is the biggest yet seen in a *Worms* game. They aren't varieties of similar weapons dressed in different guises either, but distinctly new ways of offing the enemy, such as the inflatable Scouser. Send the moustachioed menace ambling towards a worm and once he makes contact with them, he'll stick to them, inflate, and the whole permed caboodle will ascend high into the clouds. If you need to make sure you know where your enemy is at all times, just ram rusted masonry nails through their tails. They wouldn't be able to move even if there was a five-year-old stood over them with Mum's best cutlery. And if the default weapons aren't your bag, you can always make your own. See 'Da Bomb' for full building instructions and blueprints!

The customisation aspect of *Worms 4: Mayhem* doesn't stop there either – it's fun to create bouncing eyeball bombs packed with explosive pork-chops, but there's so much more tinkering to be done. You can now alter your team's physical appearance, adding hairstyles, hats, glasses, and a veritable whore's handbag of other knick-knacks and accessories. Want to see a pissed-up Scottish »»

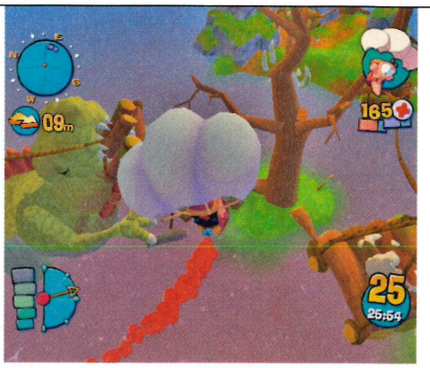
↑ Bug-shaped blocks will save your skin!



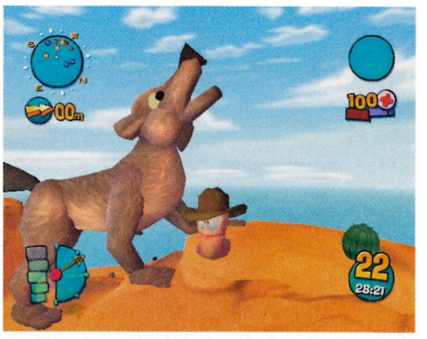
↓ Dynamite is always a great way to kill enemies.

FRIENDS? WHAT FRIENDS? POOR BEN L. WHEN HE WAS A YOUNG TEEN, ALL HE DID ALL DAY WAS PLAY WORMS. HE LOST SO MANY FRIENDS. STILL, HE MADE SO MANY MORE – VIRTUAL PINK ONES. COULD EXPLAIN A FEW THINGS.

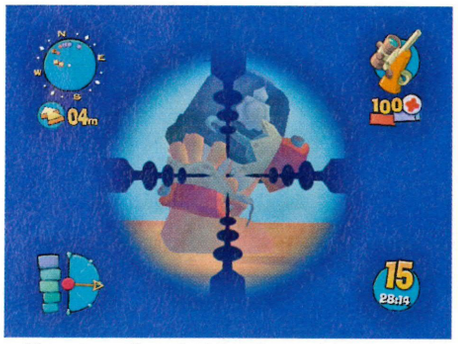
DA BOMB! Making the perfect worminator!



↑ Learn to parachute to those elusive crates!

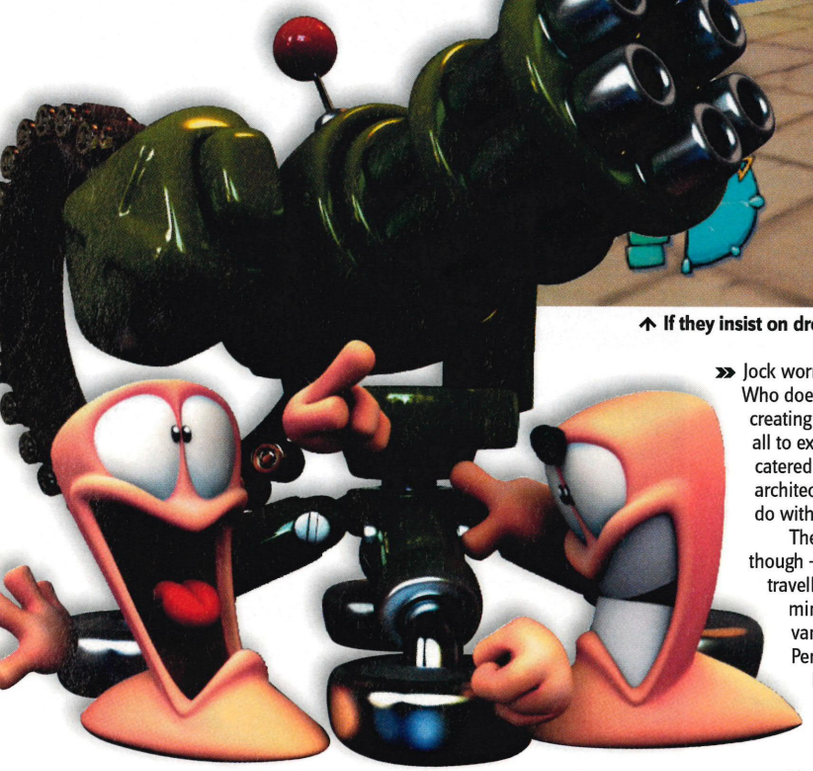


↑ Animals can't get blown up. Use them as cover.



↑ The sniper rifle is the best weapon by far.

↑ If they insist on dressing in bunny ears with ginger 'taches, serves them right if they get blown up.



»» Jock worm sporting bunny ears and tarty lippy? Who doesn't? How about 'doing a God' and creating and uploading custom-built maps for all to experience and share? Team 17 has catered for that too. You are now the sole architect of your worms' fates, and you can do with them as you please.

There's still a story element with *Mayhem*, though - you're taken on a spot of time-travelling with Professor Worm, as he absent-mindedly drops pieces of his craft through various time periods. You have to knock Persian worms into jail using baseball bats, or run the gauntlet of a deadly obstacle course of an evil vizier. It's ideal for breaking up the endless procession of turn-based wormicide - as good as that happens to be, we've seen it all so many times before.

Worms 4 might be like your standard EA-style sports update - fundamentally the same as the previous incarnation, just sporting new features, such as curly turd-bombs dropped from helicopters. But strip away the gameplay and you'll find some natty new touches that have been punched into place, namely with the terrain. It now sustains a considerable amount of damage depending on what surface is struck. Whole buildings have to be levelled in some missions, with construction worker worms crushed under mounds of falling debris, or suddenly finding themselves flapping in thin air before falling to earth with a squelch. Not all environments crumble though. Inexplicably, whereas some blocks collapse with those around them, we often saw the dust clear to reveal a sole, surviving worm stood smugly waving on one of those weird, hovering pieces of scenery that remain suspended when all about it is rubble. »»

KNOW YOUR TERRAIN!

Want to double your kills? Then look to the hills!

Takedown begins...
If an enemy worm is on high ground, high drops cause extra damage. The first step is getting them down. Lob a holy-hand grenade up there...

... the worm falls...
See that small explosion on the ground? That's the worm which has just been blown off the cliff. He's just hit the landmine you planted there earlier.

...and kills his mates in the process
When the violence stops, sit back and watch the damage tallies clock up. Hopefully you'll take out two or three of the buggers at once.

↑ This pesky T-Rex is chewing on an otherwise important lift, meaning Icarus wings and jetpacks will be required.

Bonus info

TOOTIE-FRUITY
Not sure what game mode you want to play or against which team? Why not let the *Worms* fruit machine decide for you? Just spin the dials, press the button, and presto: instant gaming.

SHOP AROUND
Remember to keep a tab on your coins. When you've enough you can kit your boys out with some extra-special weaponry...

↑ Always look to higher ground. It offers advantages in combat and often hides weapons.

Bonus info

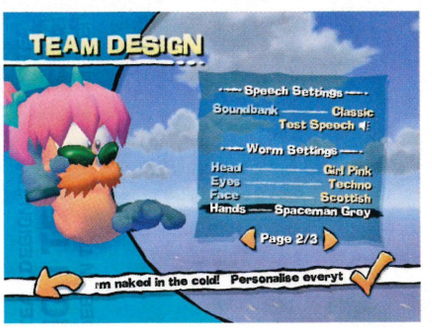
EEE-HAW
Andy Davidson says his inspiration for the *Worms* concrete donkey came from a statue in his parent's garden. When he was small he thought it was a real donkey dipped in concrete and used to chip bits away to free the animal.

GRANNY BOMB
Don't worry granny-fans – she's not yet popped her clogs, but making a triumphant return for *Worms 4: Mayhem*!

»» It pays to plant the TNT too, as the destruction of certain areas and walls reveal Aladdin's caves of treasures and treats. Bizarre worms also lurk in areas of the story modes too. Find these easter eggs during a mission and they'll reward you with an abundance of gold coins. These can then be taken to the shop to buy various odds and sods with which to kit out your team.

Extra outfits, voices, and game styles can be bought at the shop, but most importantly for the discerning worm, there are ingenious weapons to be added to your arsenal. We recommend the sniper rifle or new poison arrow, both of which are precise in their purpose and far more effective at killing than, say, a 200 pound comedy cow.

At its core, *Mayhem* is a leaner, less confusing entry to the *Worms* universe than *Forts Under Siege*, returning the series to a time when worm-killing was simple and death came in the form of an exploding sheep. With Live as standard these days, it's what *Worms 3D* should have been a couple of years ago. It's just a shame it's taken so long to get here.



↑ *OXM* in worm-form, and this is how we look.

Worms 4 is far from a revelation for the *Worms* games, and it's far from anything remotely resembling groundbreaking, but by wisely shrugging off much of the baggage that has tied the series down for so long, out of the mayhem comes something bordering on compulsive wet weekend gaming. Worms of the world, go grab yourselves a pint of mud, you've done yourselves proud.

The Summary

WORMS 4: MAYHEM THE FACTS YOU NEED TO KNOW!

- ✔ Great back-to-basics gameplay, effectively returning the series to its more humble, less cluttered roots.
- ✔ It's Live again. That may seem like a prerequisite these days but *Worms* has to be Live in order to work to its full potential.
- ✔ You can make your own weapons! Imagine anything you like, then go out there and use it – what could be better?
- ✘ Some of the weird camera angles that have dogged previous *Worms* games on Xbox are still hanging around. Sort it out!
- ✔ Thanks to the fully customisable levels and new shop option, *Worms 4: Mayhem* is pretty much a never-ending game.

The Verdict

Stripped down to its component parts, it's the best 3D *Worms* yet, but the series is starting to whiff of 'perennial sequelitis'.

8.4//10

PREVIOUSLY: Previews, Issue 42
COMING SOON: Hints, Issue 46

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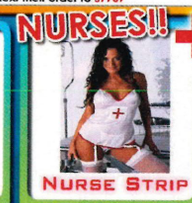

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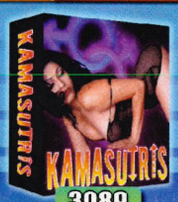

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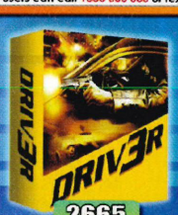

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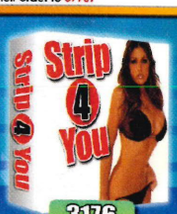

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3. >	2859	CRAZYFROG >	Axel F
4. >	4508	TONY C. FT P. KAY >	Is This The Way To
5. >	8353	50 CENT >	Candy Shop
6. >	2053	GREEN DAY >	Boulevard of Broken
7. >	2220	GWEN STEFANI >	Hollaback Girl
8. >	8250	BLACK EYED PEAS >	Dont Phunk With...
9. >	7438	GAME FT 50 CENT >	Hate It or Love It
10. >	7451	EMINEM >	Mockingbird

R'N'B Top 10

1. >	6092	AKON >	Lonely
2. >	5401	ICE CUBE >	You Can Do It
3. >	8353	50 CENT >	Candy Shop
4. >	8250	BLACK EYED PEAS >	Dont Phunk With My
5. >	7438	GAME FT 50 CENT >	Hate It or Love It
6. >	7451	EMINEM >	Mockingbird
7. >	8371	WILL SMITH >	Switch
8. >	1493	SNOOP DOGG >	Sign
9. >	4698	MARIO >	Let Me Love You
10. >	3563	EMINEM >	Like Toy Soldiers

Fart Top 10

1. >	4082	SOUTH PARK FART SONG
2. >	4079	LOUD BURP!
3. >	3120	BLOW RASPBERRY
4. >	2362	SLIPPERY FART
5. >	2351	PUKE
6. >	2247	SIZZLE FART
7. >	2492	BURP-TASTIC!
8. >	3846	GO PEE
9. >	5186	ON FART FOR MAN
10. >	2385	FART & BURP MAN

REAL Top 10

1. >	4266	CRAZYFROG >	Axel F
2. >	9016	AKON >	Lonely
3. >	2219	GORILLAZ >	Feel Good Inc
4. >	4280	AMERIE >	1 Thing
5. >	4312	AUDIO BULLYS >	Shot You Down
6. >	2984	BLACK EYED PEAS >	Dont Phunk With...
7. >	6157	TONY CHRISTIE >	...Way To Amarillo
8. >	1259	AKON >	Locked Up
9. >	6162	50 CENT >	Candy Shop
10. >	6191	WILL SMITH >	Switch

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1151 Alan Partridge
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9035 Kenny Craig
9036 Marjorie Dawes

Crazy Tones

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5416 Crazy Frog
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5565 Kill All Phones
5982 Disco Chick
2518 Creepy Door
5093 Scary Voice
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2487 Ambulance
2518 Creepy Door
2507 Godzilla
2504 Crazy Cat

9064 Vicky Pollard
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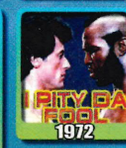

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Capcom Fighting Jam

Not as fresh or as fruity as it once was

Words: Andy Irving

Dev: Capcom	Pub: Capcom
Players: 1-2	Live: 1-2 players
Release: Out now	
www.capcom-europe.com	

ONE WAY OR another, we're all trying to recapture our youth. We haven't hit mid-life crisis and bought a Porsche just yet, but playing videogames for a living? Guilty as charged. Playing the Xbox versions of coin-ops of yesteryear? Yep, that too.

Capcom Fighting Jam brings together five different groups of fighters from five very different Capcom coin-ops. Unlike a cringe-inducing family wedding however, these distant relations provide a much more appealing flock to get scrappy with.

Characters from *Street Fighter II*, *III*, *Alpha*, *Darkstalkers* and the weird creatures of *Red Earth* are on offer. Each group of fighters has their own array of special moves unique to their particular era, though this is a double-edged sword. The original *SF II* characters go without these generic match-winners, instead relying on their super combo moves, executable once their combo meter is full after landing a string of successful blows, or they themselves receive a battering. These obviously involve complex button sequences, though the devastating results, unique to each character, are well worth learning, although the huge downside is that fighters from the later titles have a discernible advantage over the (seemingly simpler and therefore weaker) *SF II* characters.

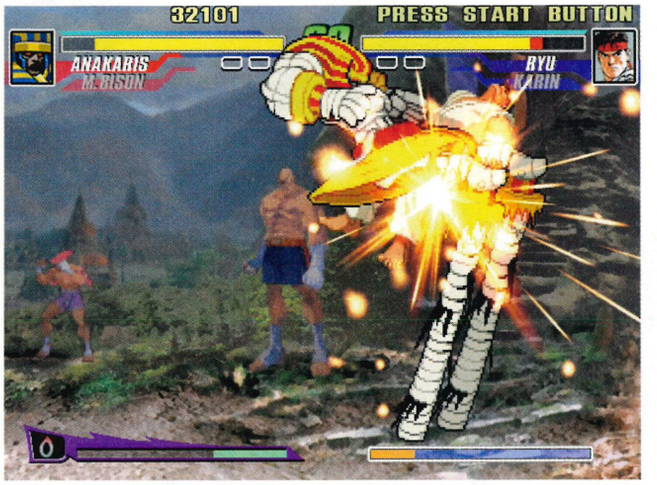
Arcade and Versus mode are where you'll be spending most of your time (well, all of it actually, seeing as these are the disappointingly scant game modes on offer), where players take part in two-vs-two matches against another player or CPU opponents. You select two different fighters, but you don't get to see the opposition beforehand. It pays to pick two contrasting styles to protect against any eventuality, encouraging players to experiment with the whole complement of fighters.

But although Capcom has provided a decent array of characters, the inherent imbalance of ability between them means you may well end up furiously learning up a couple of characters from *Red Earth*, and that's it. The pixellated sprite animations are pleasingly faithful, but look painfully out of place among today's games, as does the often frustratingly slow pace of the game.

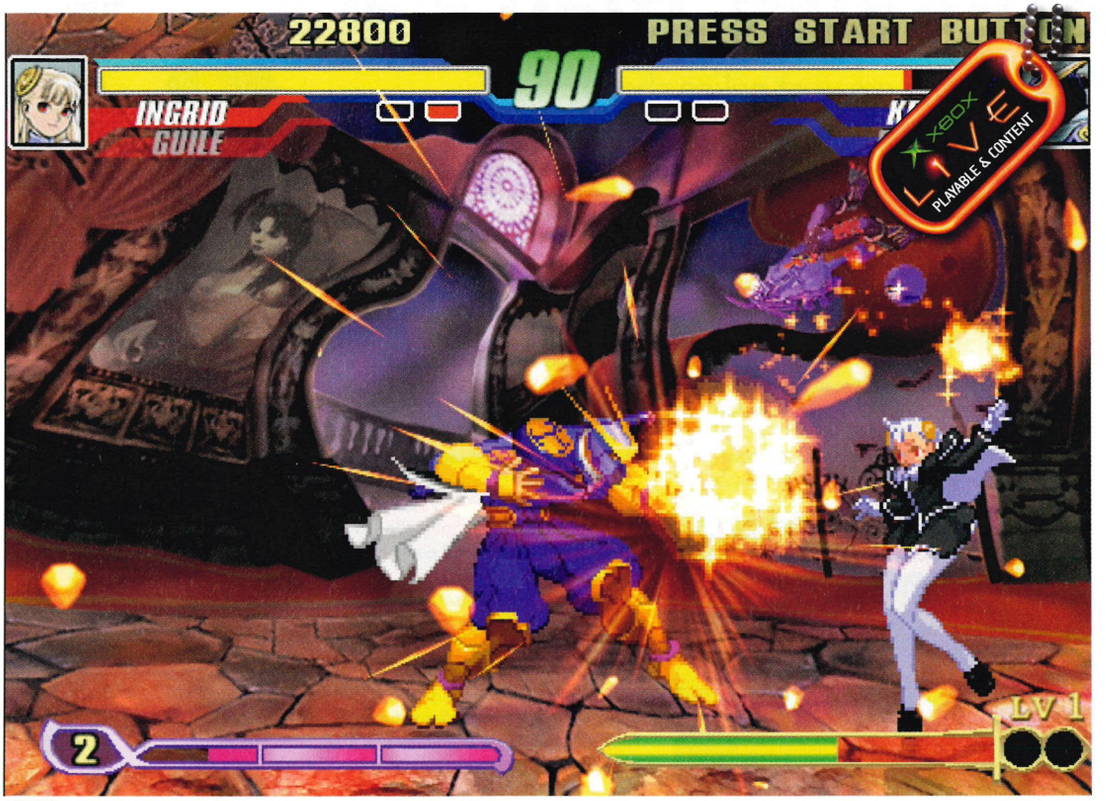
Live is included as part of the deal, and further downloadable characters, stages and moves are promised. Which will make the purists squeal, though they may be the only parties really interested in this blast of rose-tinted nostalgia.

Bonus info

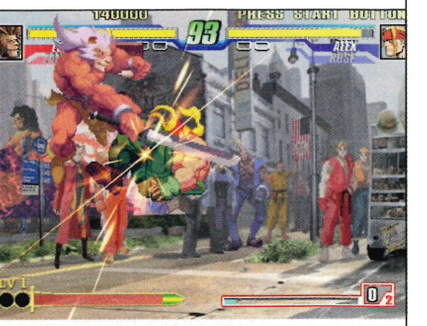
CELEBRITY GUESTS
Although only a handful of playable characters are available from each title, their counterparts can be spotted observing the action from the sidelines during the matches.



↑ Anakaris has the most peculiar attacks of all the characters.



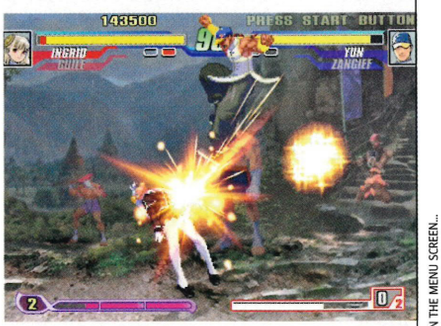
↑ Ingrid is the only new character in *Capcom Fighting Jam*, but she packs a mean punch.



↑ Leo's sword is good for range attacks.

↑ Guile does a Sonic Boom for old time's sake.

↑ Ryu's Hadoken is more powerful, though.



↑ Ingrid's fireball implants weren't up to much.

The Summary

CAPCOM FIGHTING JAM THE FACTS YOU NEED TO KNOW!

- ✓ A great mix of characters from five different eras provide plenty of match-making variations and multiplayer combinations.
- ✓ Combat is pleasingly familiar, and most characters have a couple of special moves instantly accessible to newcomers.
- ✗ There's a tangible difference in strength levels between characters from earlier and later games, especially with stock special abilities.
- ✗ Looks very dated. Granted, the sprites are cool, but pixellated visuals and annoyingly slow gameplay do the Xbox no favours.
- ✗ Live multiplayer is on offer, though only for two players. A four-way tag option would have been nice. Further content on the way though.

The Verdict

An intriguing mix of characters from Capcom's back catalogue, but the 2D fighter has peaked for mainstream appeal.

6.5//10

PREVIOUSLY: Nope. Filled its combo bar and KOd us by surprise
COMING SOON: Hints - Issue 46

GOTTA CAP 'EM ALL: THERE ARE A FURTHER TWO UNLOCKABLE CHARACTERS IN CFJ, BUT THEY'RE NOT EVEN VISIBLE ON THE MENU SCREEN...

↑ Expect plenty of ferocious battles across all the new maps.

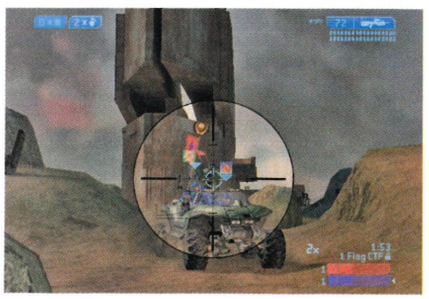
Halo 2 Multiplayer Map Pack

Breathing a whole new lease of life into the greatest online shooter ever

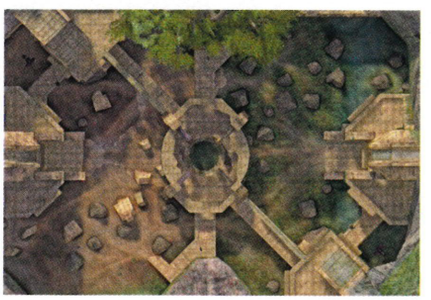
Words: Andy Irving

- Dev: Bungie
- Pub: Microsoft
- Players: 2-16
- Live: 2-16 players
- Price: £14.99 retail
- Release: Out Now

BIT OF A WEIRD one this. Sure, we've reviewed standalone mission discs for other shooter franchises in the past, but the *Halo 2 Multiplayer Map Pack* marks the first time we've truly reviewed a sole expansion pack like this one. Gamers with Xbox Live have had access to four of these maps (two free, two as Premium Content, but currently also free) for the last few months, but MS has now released a retail version of the pack for players who are lovin' the LAN (the five new maps are available to download on their own over Live for £7.99 if you already have the other four). Obviously, any game type and conceivable weapon set apply to virtually every map, though when reviewing each one we played the modes we thought the most suited to that map.



↑ Team CTF + Warthogs = Amazing fun!



↑ Sanctuary boasts beautifully epic design.

Elongation

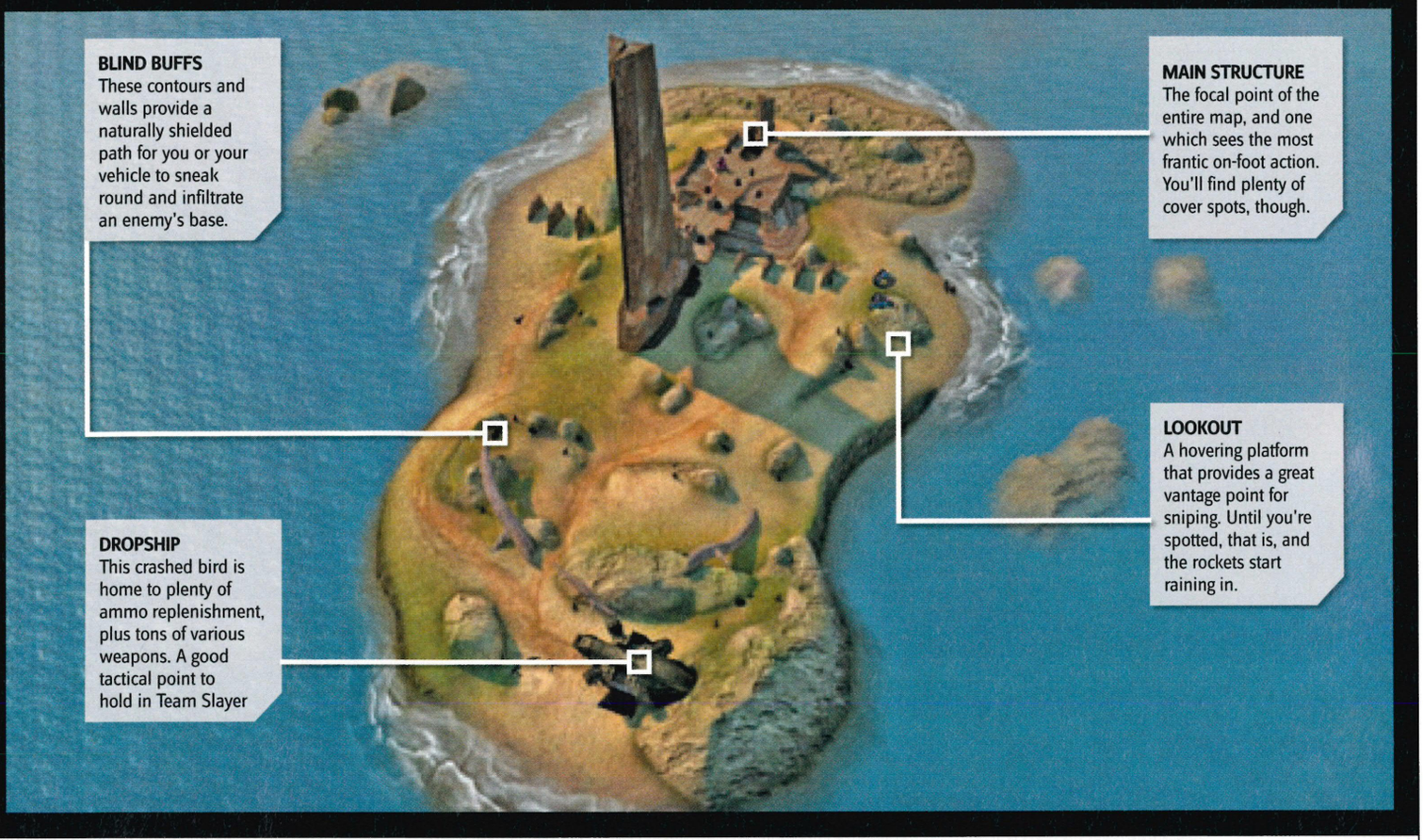
A bastard child of the Longest map in the first *Halo*, only with two conveyor belts moving along each corridor in opposite directions. These carry a series of cargo crates, which make excellent portable cover. It's dead easy to hop onto a crate then up onto the ledges above, making scrambling for cover dead easy. Get caught out in the corridors below though, and it's like sprouting fins and being shot at in a wooden liquid container. Although the moving crates do offer some degree of cover, they can often get in the way when you're trying to dash into one of the numerous alcoves littered either side.

Backwash

Probably the most atmospheric and unbelievably tense map, this is set in *Halo*'s swamp environment. A two-tiered compound forms the centre of a cruelly claustrophobic, dark and dingy bowl. Gnarly trees and rotting trunks scattered around offer some degree of cover, though we found the best way to play was to charge round in a blind rage, always keeping on the move.

Because of all the mist, visibility is severely limited – if you're holding the Plasma Sword you'll dominate this map, though that doesn't come without consequence; the glow of the blade will give away your position to »»

FINGER-RELICING GOOD An outdoor epic in which to get your groove on



↑ Crazy King of The Hill is awesome!

↑ Sanctuary is best suited to large team matches.

↑ Gemini is a mental, all out frag-fest.

EXTRA CONTENTED
Delve behind the scenes of Bungie's masterpiece

↑ THE RETAIL version of the *Multiplayer Map Pack* comes bundled with an additional bonus DVD. This features a great behind-the-scenes making-of doc with the bods of Bungie, plus an animated short set during the unseen battles of New Mombasa in the second level of *Halo 2*. Tasty.

» others from a fair distance away. This accentuated sense of atmosphere really works, and the fine balance of the pros and cons of using the sword add a significant amount to the mix.

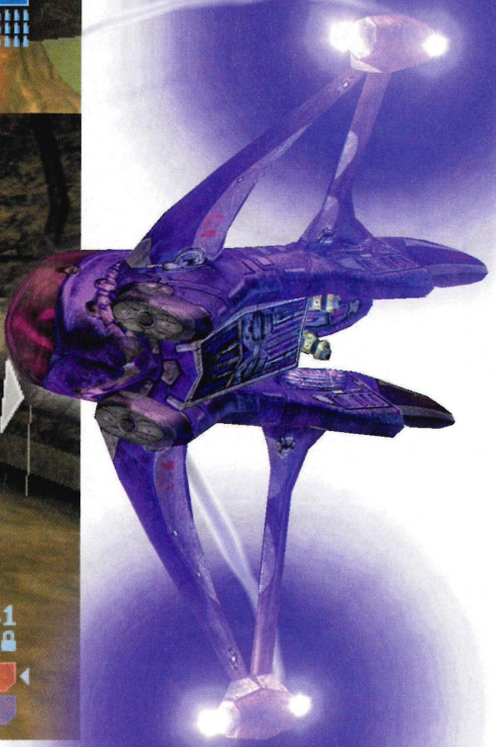
Gemini
Floating above the Covenant planet High Charity, this is a truly gorgeous map. Another tight and claustrophobic experience, a large open area in the centre of the map makes this excellent for fast and frantic games of Slayer. It can be frustrating to spawn on the outside of the structure, particularly when you can hear the kill-tastic slaughtering going on inside, but quick access via a multitude of doors and ramps get players right back in there. The sword will spawn right in the centre of the middle tree - again, the fine balance of risk versus reward for retrieving it is adequately addressed.

Relic
An absolutely beautiful game environment, this brings back memories of Ivory Tower. Tranquil areas of beach and sea surround a large structure in the centre of the map, and the generous amount of terrain happily accommodates vehicles. Crashed ships provide plenty of ammo and weapons too, so you're never caught short on the beach. Particularly suited to Team Slayer with snipers, a floating lookout platform is a great vantage point, though it's far too easy to be picked off by anyone else with a sniper rifle, no matter where their location on the map. Playing CTF could be something of an issue here as well, as there are far too many quick and easy routes around the outside of the main structure.

Terminal
This is the one; the map we spent an absolute age tearing chunks out of each other on. Fairly hefty in size, and set in a shiny and clean-looking New Mombasa, we found it best suited to large-scale Team CTF or Slayer. Apart from the central canyon, a warren of paths and tunnels run the length of the map down either side, which is an »

BRAND NEW OLD: THE GEMINI MAP IS ACTUALLY BASED ON A MAP FROM THE GAME MARATHON, ONE OF BUNGIE'S ORIGINAL FLEDGLING PC SHOOTERS

↑ The swamps of Backwash hide lurking foes.



"Every map is incredibly well designed, and offers a huge new range of possibilities"

Bonus info

FREE DOWNLOADING
As soon as the full pack is available for download after 05 July, the two maps that were previously premium content (Turf and Sanctuary) will be available to everyone for free. Bonus!

↑ Win the sword and you'll win your freedom. Or something.

↑ Containment can house every vehicle in *Halo 2*. Brilliant!

» absolute godsend when sneaky, covert gameplay is involved. The crowning glory of this map is the high-speed bullet train that continually runs along the accompanying monorail at rooftop level. Get caught on the tracks (this usually happens while trying to reach the grail-like Plasma Sword) and your character will get splattered as the train piles into him. Very cool, and also amazingly frustrating at the same time.

Turf
Another asymmetrical urban environment set among the derelict streets of New Mombasa, taken directly from the second level of *Halo 2*. This sorts the wheat from the chaff with a healthy mix of ground-floor and rooftop action, with only two small alleyways to cower and hide in. An isolated area of debris and cargo crates provides the focal point of the combat - Team Slayer matches, with motion trackers off, was a tense yet fast-paced affair.

Sanctuary
Another one of our favourites, this gargantuan arena is set among another gorgeously lit backdrop, and features some seriously sweet water effects. Ancient ruins house two identical bases, linked by a series of walkways. The symmetrical nature of the map makes it perfect for Capture the Flag games, and there's enough rubble and objects littered all over the entire map to use as cover points, as well as loads of fantastic camping spots. An outstanding map, and one that deserves to be up there with the best of them.

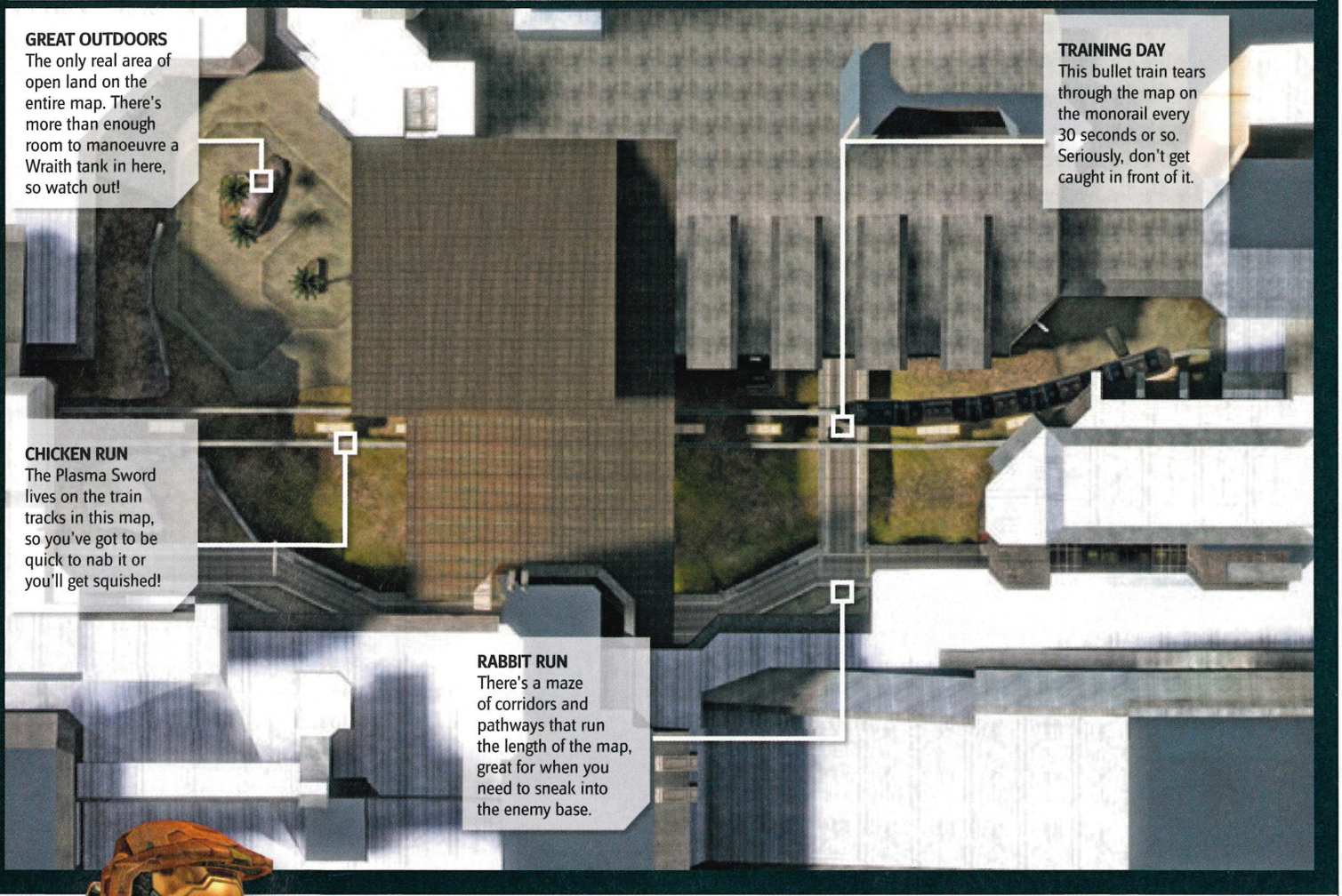
Containment
Taking a bite out of Sidewinder's pie, this epic, icebound arena is an amazingly impressive bout of vehicle-based destruction. Because of its size, any vehicle can be accommodated, and the map provides a real challenge for objective-based gameplay like CTF. Incredibly good fun, but anything under the full complement of 16 players and things can get boring and laborious.

Warlock
Already one of the most played maps on Live, this indoor map is based on the original Wizard environment from *Halo*. Not overly huge, it's best suited to small, quick games like Slayer or Oddball, thanks to the multitude of platforms and cover. »

↑ A well-timed frag grenade for the flag.

↑ We reckon Relic will be your fav Live map.

THE TERMINAL Only without Tom Hanks' wanky accent



↑ The moving corridors of Elongation provide some comical scenarios.

↑ Is that a grenade in your hand or are you...

» Overall...

There's a lot of talk in this magazine about polishing turds, but as *Halo 2* was the highest-scoring game we've ever reviewed, theoretically it's impossible to improve on perfection. Yet Microsoft has outdone itself and successfully managed to expand the *Halo 2* multiplayer experience with a top expansion pack. Every map is incredibly well designed and offers a huge new range of game possibilities, all boasting intelligent, finely balanced multiplayer elements. There's been graphical improvement too – just check the gorgeous waterfalls on Sanctuary or the textures on the clean, metallic objects in Terminal.

If you haven't got Live, or don't play LAN multiplayer, then don't bother with this pack; there's no new single-player content. If you and a group of mates do enjoy blowing the shit out of each other, however, you'd be as misguided as 343 Guilty Spark to miss out on this. Fifteen quid to add another year's enjoyment to an already fabulous title, or eight quid for five spanking new ones over Live? Yes please to both!

The Summary

HALO 2 MULTIPLAYER MAP PACK THE FACTS YOU NEED TO KNOW

- ✔ A fantastic collection of gorgeous maps. It's amazing how seven months can see such an improvement in graphical quality.
- ✔ Every map is well balanced and intelligently designed, with no clear advantage for either side and a multitude of routes through each one.
- ✔ There are so many new game and weapon types, you'll be battling well into next year, such is the amount of extended gameplay here.
- ✔ A satisfying mix of large and small-scale environments for LAN players to get their hands on. Retail packs have bonus content too.
- ✘ We know this is multiplayer only, but we'd love to see a mission disc for the single-player campaign too. Maybe with a satisfying ending?

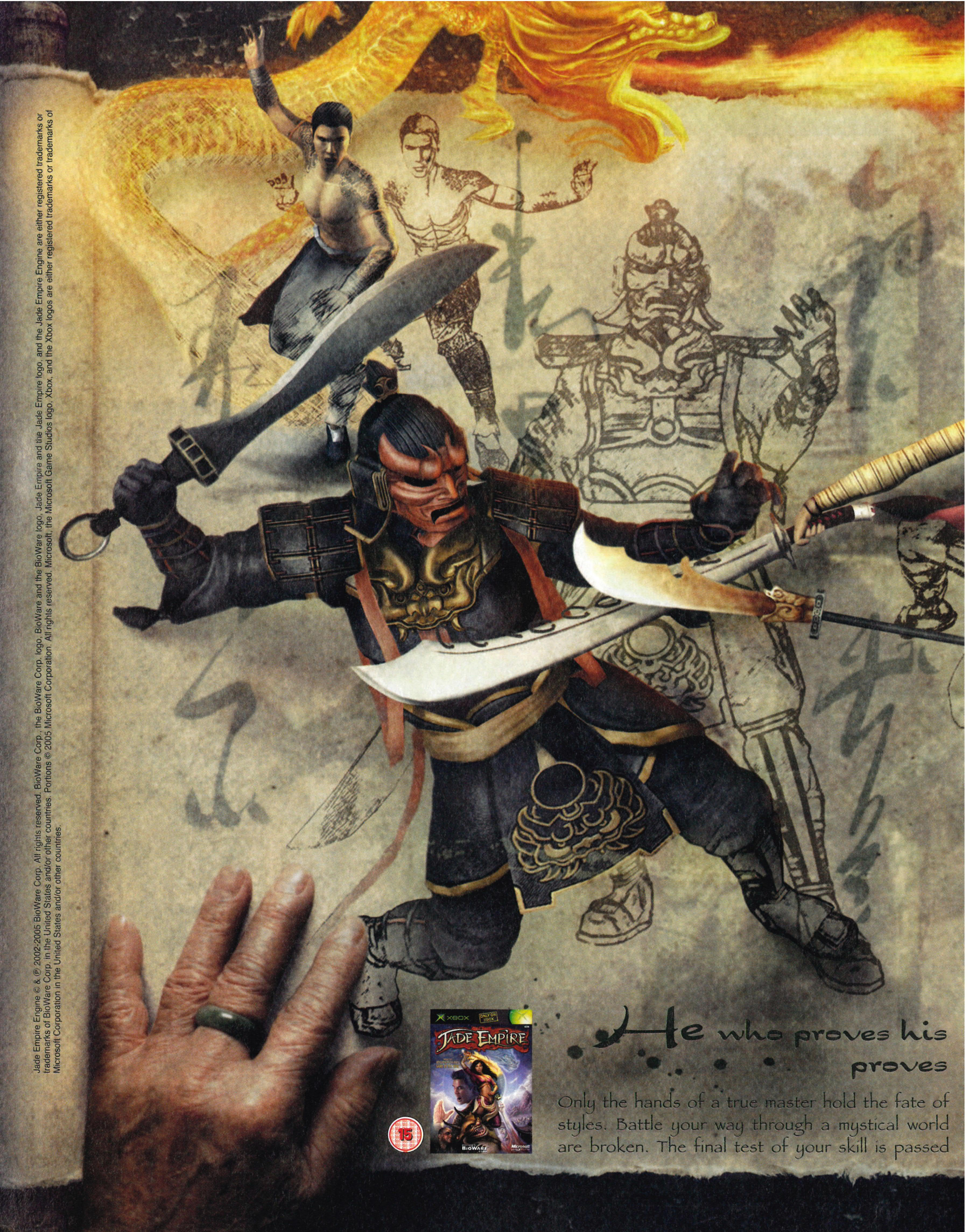
The Verdict

A great collection of maps. Considering how it'll expand your *Halo 2* experience it's stunning value for money.

9.0//10

PREVIOUSLY: Review – Issue 36, 10.0
COMING SOON: Hints – Issue 46

YOUR NAME'S NOT DOWN: WHEN ANDY WENT UP TO MICROSOFT HQ TO PLAY THE NEW HALO 2 MAPS HE WAS ACCOSTED BY THE TWO HUGE SECURITY GUARDS AT THE DOOR. IT TOOK FIVE MINUTES OF PLEADING FOR THEM TO BELIEVE THE SCRUFFY TYKE WAS ACTUALLY THERE ON BUSINESS



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↑ Girls fighting girls! We'll never, ever get bored of it.

King of Fighters: Maximum Impact Maniax

King of Fighters in 3D? It's the FUTURE!

Words: Mark Robins

Dev: SNK Playmore	Pub: Ignition
Players: 1-2	Live: 2 players
Release: July	Price: £30
www.ignitionent.com	

IT'S TAKEN LONG enough, but full marks to SNK for finally dragging its venerable two-dimensional *King of Fighters* series kicking and screaming (literally) into the 21st century. In a world where mobile phones are rapidly approaching the size of grains of rice and plans are being drawn up for holiday parks on the moon, *King of Fighters* has finally seen fit to enter the futuristic world of 'three-dee' images.

Not that everybody will be happy about it. Hardcore *KOF* fans won't like it - to them it'll be nothing short of newfangled witchcraftery - but for the rest of the world, a world already wallowing in the accumulated love drizzle of both *Soul Calibur II* (Issue 21, 9.1) and *Dead or Alive Ultimate* (Issue 39, 8.8), this is exactly what the doctor ordered.

Mai Shiranui's heaving bosom redesigned to fully utilise the immense funbag recreating power of Xbox? Lead on, good sir, lead on.

Admittedly, there are problems, number one of which is the fact that *Maximum Impact* looks distinctly rough around the edges - prop it up against the stunningly beautiful *DOA Ultimate* and it looks positively sketchy in comparison - but let's not be put off too much. Like all good fighting games it's the fisticuffs that's important here and *KOF: MIM* boasts a decent combat system. Mixing fast chain combos with more traditional 2D fighting game techniques (*Street Fighter* fans take note, we're talking quarter circle fireball moves here) it feels both familiar and different. Better yet, it's very fast (far more so than *DOA Ultimate*) and refreshingly easy to pick up, making it ideally suited for the button-mashing, fighting game novices.

It's also fully Live playable as well, which, as we've seen from the *DOA Ultimate* phenomena, is a massive lifespan extender for any one-on-one fighter these days. But beyond the multiplayer, the single player arcade mode, a perilously brief mission mode and a few multiplayer tweaks, there's very little else to *Maximum Impact*, and that's its biggest failing. Without a ridiculously long list of unlocks to pick through or endless *Soul Calibur II*-style quest modes to hack away at, the game ends up with very little to differentiate itself from all the other one-on-one fighters out there.

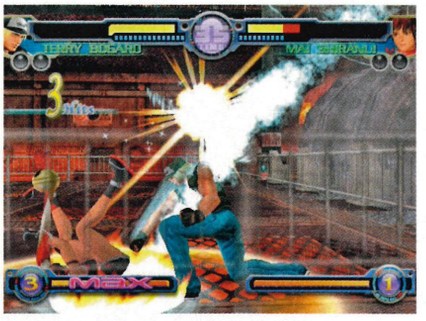
Battles are buzzy, entertaining affairs, full of energy and outrageous special moves, but as a complete package this falls way short of what we'd expect, especially when for the same money (thirty quid) you could probably pick up *DOA Ultimate* or *Soul Calibur II*. Or both even. Entertaining then, but by no means essential.

Bonus info

KOF PLUS!
Thanks to *KOF: MIM*'s fully featured replay mode you can watch your greatest moments over and over. Full pause and camera repositioning controls for maximum upskirt potential come as standard, naturally.

↑ Punches so fierce they start actual fires.

↑ You'd be amazed how quickly it all moves.



↑ Eat special move pain, beeyatch!

↑ We'd love to see her wrestling Kasumi.

The Summary

KOF: MAXIMUM IMPACT MANIAX THE FACTS YOU NEED TO KNOW!

✓	A decent range of fighters and *KOF* fans will appreciate how good the jump to 3D has been for many of them.
✓	Fast, exciting and an easy to pick up combat system that feels different enough to make it worth a look for committed brawler fans.
✓	Online fighting mode is a huge bonus and the popularity of the *KOF* series means it should be a well subscribed Live game.
✗	Not all that hot in the visual stakes, and the general presentation throughout leaves a lot to be desired.
✗	Limited single-player game and general lack of options means there's very little to keep you coming back beyond the online scrapping.

The Verdict

A fast, fun, easy to pick up fighter that's high on energy, but a little lacking in both substance and presentation.

6.9//10

PREVIOUSLY: Flying kicked its way straight into review land
COMING SOON: Hints - Issue 46

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King of Fighters 2002

An old favourite for all the dads out there

Words: Mark Robins

Dev: SNK Playmore	Pub: Ignition
Players: 1-2	Live: 2 players
Release: July	RRP: £20
www.ignitionent.com	

NO, THERE'S not been a mistake. You've not stumbled onto a retro arcade feature or a reader's own game submission page by accident. The screenshots you see here are from an actual, real, brand new Xbox title and this isn't a joke.

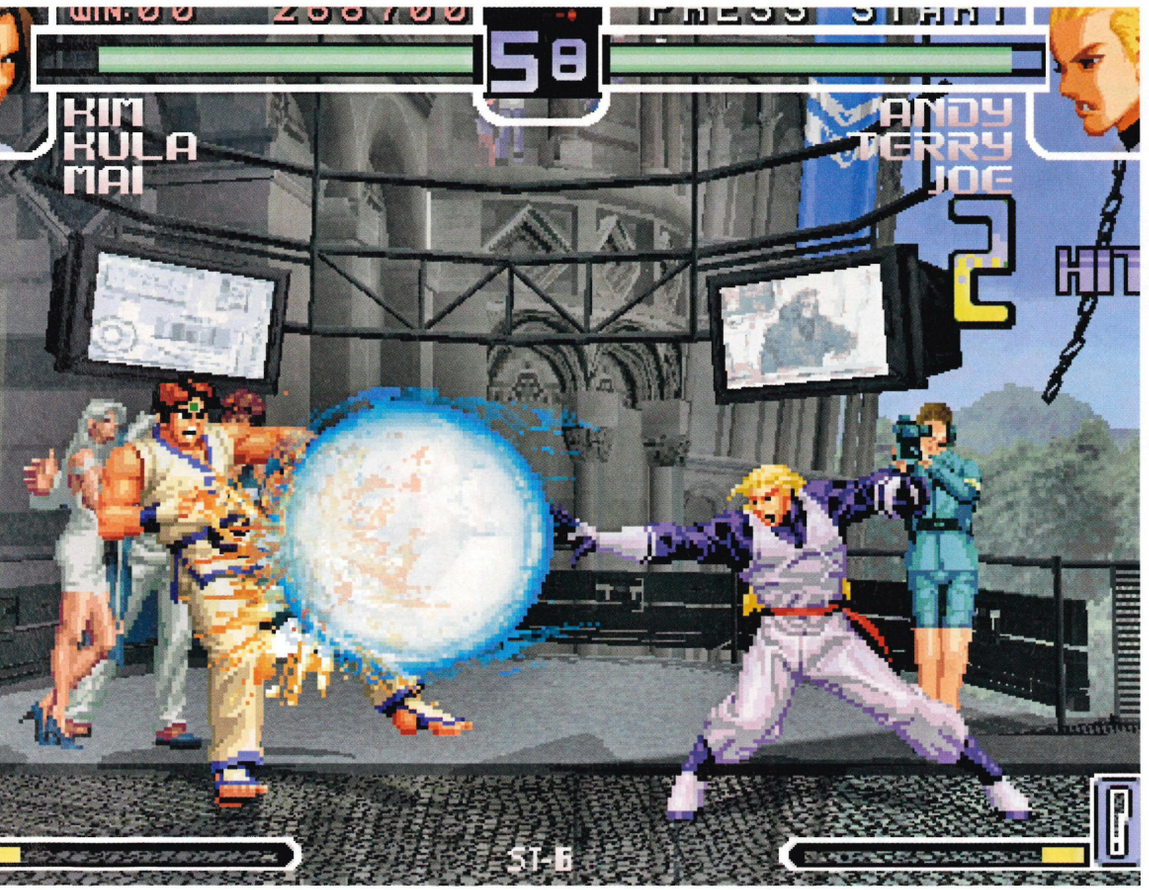
King of Fighters 2002 might have gone down a storm with the 2D fighting masters when it was first released in Japanese arcades four years ago, but even with the bonus of Live support this is not the sort of game we expect to see on the Xbox in 2005.

"Ah, but it's a really deep, technical fighting game!", the fans might argue. And yes, from a certain point of view that's true. If there's one thing history's taught us, it's that 2002 is probably the high point of the long-running 2D *King of Fighters* series. So yes, providing you've got the thumb dexterity of a double-jointed, ambidextrous, Yugoslavian thumb wrestler, you have the mental capacity to reel off 50-odd button-press combinations from memory and you don't mind graphics that look like they're one step removed from Ceefax circa 1985, you'll probably eke some kind of fun from this. But in this post *DOA Ultimate* (Issue 39, 8.8) era, who but a handful of dedicated retro fans are going to have the time or enthusiasm to really appreciate that depth, let alone pay good money for a game they've probably got on some other system already anyway? Not us, certainly.

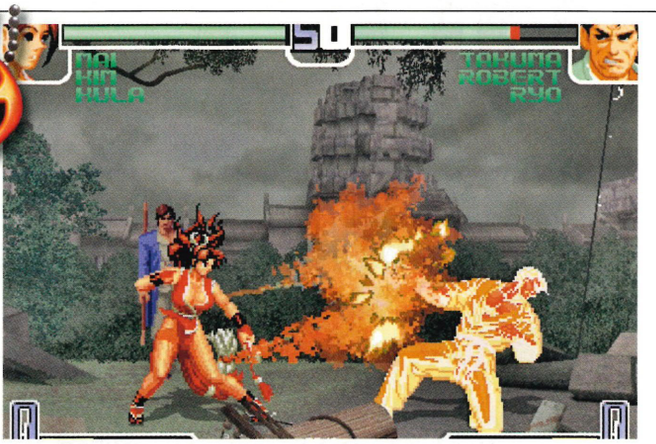
Perhaps if Ignition had been good enough to release *KOF 2002* as part of a retrospective compilation pack then we would have thought differently. *King of Fighters 2000-2005* perhaps, with a flashy front end and a couple of *KOF* anime DVDs thrown in for good measure. Instead we get a handful of dull, text-based menu screens and 90s throwback gameplay that seems to think it can parade around on the back of a reputation built up over years of arcade hammerings. Sorry to burst your bubble *King of Fighters*, but not even Capcom could manage that with its significantly more psychedelic *Capcom Fighting Jam* (see page 083).

We're not questioning the worth or the technical quality of 2D fighters here. Just the sense in releasing a game that's four years old, looks much older and has no relevance to the majority of today's gamers for what is the comparatively expensive price of £20. Even hardcore *King of Fighters* fans would have trouble building a viable argument against that.

↑ Blood's never looked so unrealistic.



↑ The only reason the fireball's so big is because the pixels are the size of small planets.



↑ The lovely Mai - even with blocky boobs she looks good.

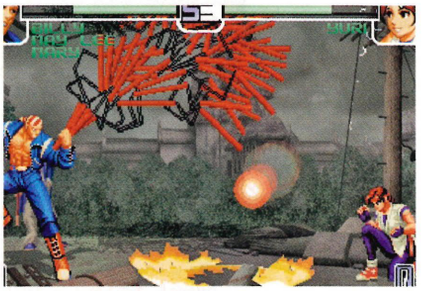
Bonus info

COLOUR ME BAD

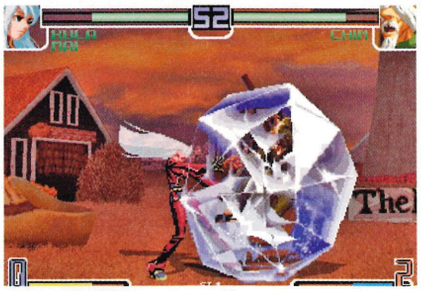
In a rather lame attempt at injecting some customisation elements, players are able to edit the colour of all the sprites in the

game to suit their own wants and needs. We prefer hundreds of unlockable costumes. But that's just us.

↑ So fast, he's a rush of beige pixels.



↑ Isn't it slightly unfair to use that?



↑ The backdrops could use more colour.

The Summary

KING OF FIGHTERS 2002 THE FACTS YOU NEED TO KNOW!

- ✔ It's arcade perfect as conversions will go. Even better than arcade perfect if you're really looking for plaudits.
- ✔ Absolutely masses of characters to choose from. No one human should be capable of mastering all of them.
- ✘ Lacklustre presentation and ugly, blocky, last-generation graphics make this an instant turn-off to anybody not familiar with the series.
- ✘ A very limited list of game options. Fight the computer, or multiplayer online and that's it.
- ✘ Twenty quid is too much to pay for a single, outdated game. This should have been part of a compilation pack to be of any interest.

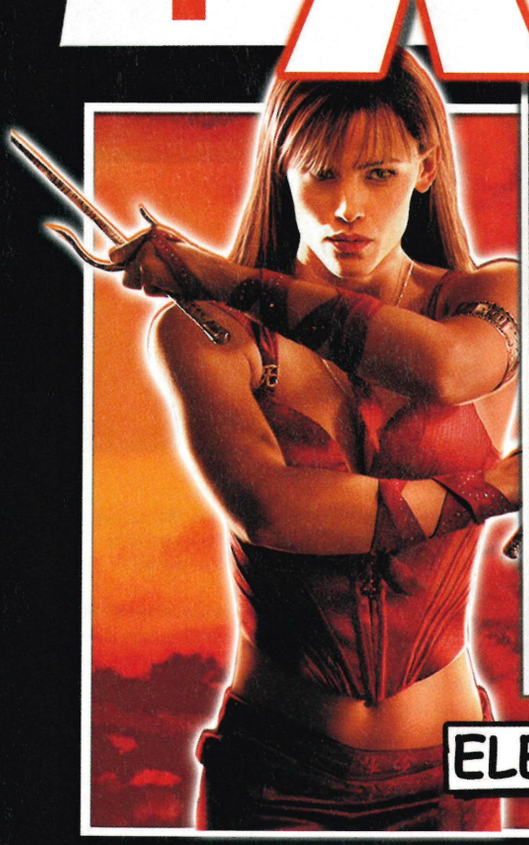
The Verdict

A fan favourite, but even at this price it should be part of a compilation of *King of Fighters* games, not a standalone title.

5.4//10

PREVIOUSLY: Last seen lingering around smelly old arcades
COMING SOON: Hints - Issue 46

4 X THE POWER



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↑ HOW WAS THAT? The crowd screams for LBW.

Brian Lara International Cricket 2005

Lara's back! No, the other one! Step aside, EA Cricket...

Words: Mark Robins

Dev: Swordfish Studios	Pub: Codemasters
Players: 1-2	Live: None
Release: 21 July	
www.codemasters.com/brianlara/	

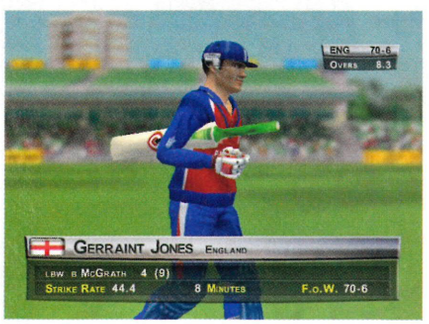
IF YOU'RE A fan of cricket - and we're assuming that since you've been good enough to put aside five minutes of your time just to read about an Xbox game based on the love it/loathe it summer sport, then you must be a fan - there's probably only one question you're asking. To wit; which is better: EA's *Cricket 2005* (Issue 44, 6.7) or this, Codemasters' *Brian Lara International Cricket 2005*. And while a quick glance at the respective scores might suggest an open and shut case in Brian's favour, it's actually a good deal more complicated.

The thing is - brace yourself - Electronic Arts' *Cricket 2005* is actually the better game. It looks better, it features more teams and competitions, it has greater depth, and the general all-round presentation is superior. And yet *Brian Lara* still scores higher. Why? Because while *Cricket 2005* insists on alienating newcomers with its frustratingly difficult to master batting system, *Brian Lara* is perfectly tailored for those looking to pick up and play a few overs with friends. With a simplified set of controls and a perfectly tweaked playing mechanic based on nearly ten years of previous Lara games, anybody with half a mind to grab the willow will soon be knocking out the sixes or bowling the perfect yorker. To put it another way, *Brian Lara* is simply the more fun of the two.

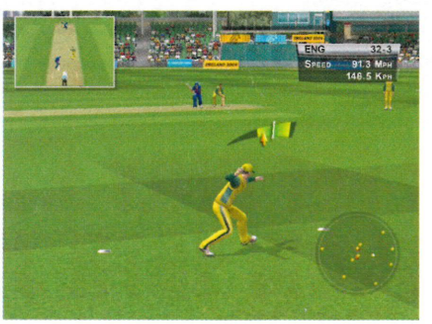
It makes a big difference. Instead of thrashing frantically about in front of the stumps, desperately wrestling with the controls in an effort to squeeze out more than 20 runs in a single innings (as was the case with *Cricket 2005*), *Brian Lara* lets you rack up an actual cricket score, while still offering plenty of challenge on the higher difficulty levels. If we worked in PR, we might even call it "the best Cricket game on Xbox... ever!"

And if all you're after is a simple cricket effort to knock about with until the football season kicks off again, *Brian Lara* is ideal. But if you're after the complete cricket package, one that offers a truly broad range of clubs, competitions and options then it's a game you'll probably find a little on the lightweight side.

In its favour, Codemasters has managed to bag the official ICC rights to the Cricket World Cup and Champions trophy, including all the official teams, venues and player names (although, bizarrely, if you're not playing in these specific tournaments all the player names revert to rubbish rip-offs, like M Triscathack and A Flantiff). Beyond that there's a fantasy World XI Challenge in which you have to beat a Planet Earth team using progressively rubbish Test sides, Double Wicket - essentially ultra-quick, two-over matches - and the option to set up a user-defined Tour or League. And with only 14 national sides to choose from and no club »»

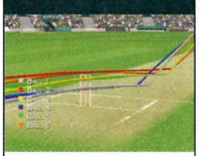


↑ The player likenesses are... okay.



↑ Fielding is simple and intuitive.

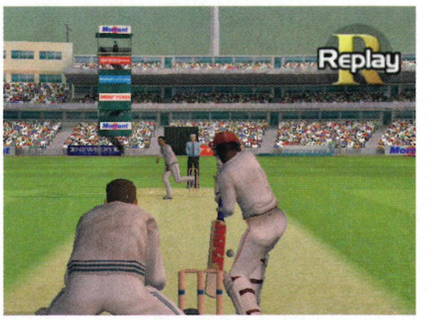
Bonus info



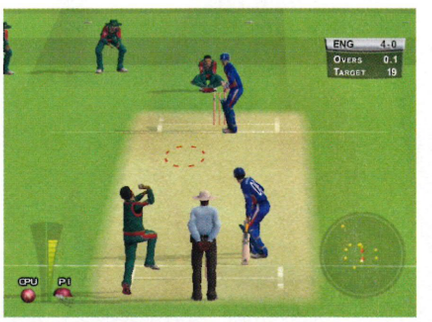
HAWKEYE
To help give that TV coverage feel, Hawkeye pops up every now and again to highlight bowling trajectories and confirm suspect LBW calls. It won't change the way you play, but it looks cool.

GOLDEN OLDIES
Challenge mode offers a series of 'what if' scenarios based on classic matches, complete with black and white shaky footage for the older ones. Look! It's WG Grace and his incredible beard! Cricketing beards have never been so realistic!

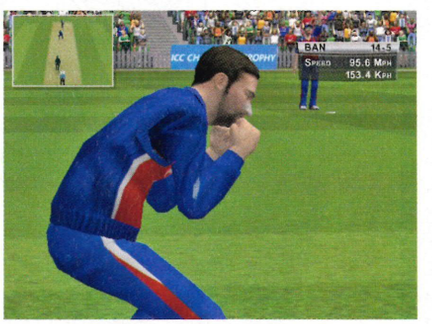
↑ Every six scored gets the YMCA treatment.



↑ Simple controls make batting a breeze.



↑ Off-spinner or fast? Decisions, decisions.



↑ You can almost smell his delight.

CRICKET 101

A quick guide to cricket for those who don't know their googlies from their middle wickets

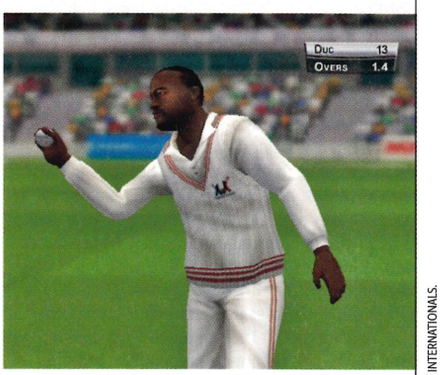
THE COIN TOSS: Vital part of the process, deciding who bats and who bowls. Always choose heads, although the coin has been known to land tails up on occasion.

THE APPROACH: Remember to step out onto the field confidently to instill fear in the opposition, windmilling your bat arm around like some kind of human wind turbine.

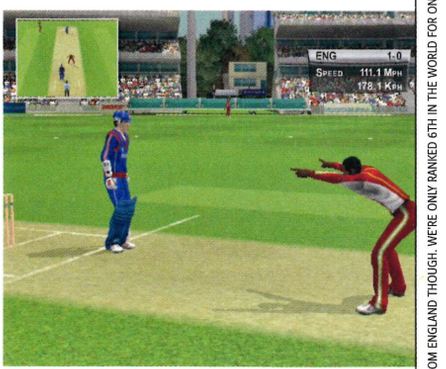
THE BOWL: Shake in fear as you realise a small, very hard ball is being chucked at you at speeds in excess of 100mph. Step aside and allow your wicket to be obliterated.

THE LONG WALK BACK: ...to the pavilion in disgrace, as the comedy duck waddles across the screen. Never mind, there might be some football on the telly when you get back.

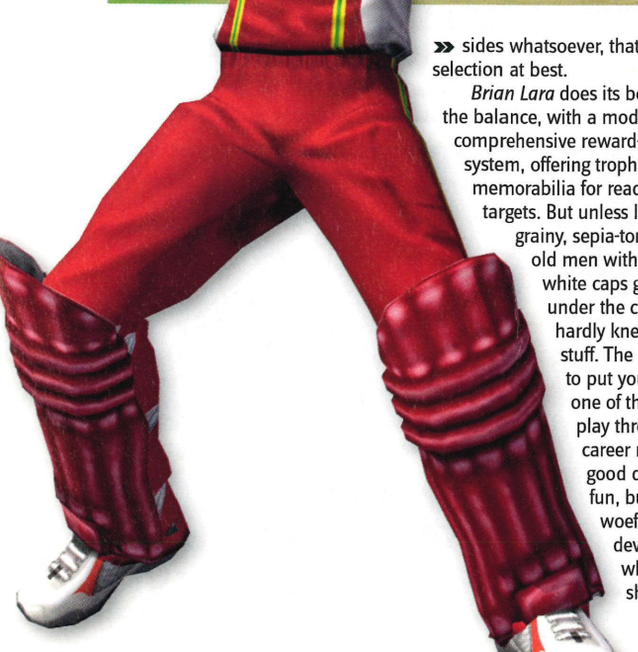
↓ A delightful little edge past the slips picks up a four. Cricket, eh?



↑ Lara's looked better, we reckon.



↑ "You are, like, so totally out, England dude!"



» sides whatsoever, that's a limited selection at best.

Brian Lara does its best to redress the balance, with a moderately comprehensive reward-and-unlock system, offering trophies and memorabilia for reaching specific targets. But unless looking at grainy, sepia-toned photos of old men with beards and white caps gets you hot under the collar, it's hardly knee-trembling stuff. The opportunity to put yourself into one of the teams and play through a basic career mode is a good deal more fun, but it's also woefully under-developed, which is a shame.

Aesthetically things are pretty basic as well. In a world of photorealistic sports games, this is not what we expect a high-profile Xbox cricket title to look like. Player likenesses are passable at best, embarrassing at worst. We're not Nasser Hussain, but if we were, we'd probably sue. And why is the commentary so unremarkable when it boasts the supreme talents of David Gower, Bill Lawry and Jonathan Agnew among others?

But, you know, it's still a blast to play, simply because it's so easy to get into, and for a game as complex as cricket that's no small feat. True, you could argue that once you've finally mastered the controls of *Cricket 2005*, its deeper batting and bowling systems will provide a far lengthier challenge than *Brian Lara*, but who's got the inclination to put that much effort into EA's title? And besides, when was the last time anybody at EA scored more than 500 runs in a single first-class cricket innings.

A bit clunky in the visual department, a bit limited with regards to content and potentially a bit too simplified to keep your interest for more than a few months at best, but in terms of sheer gameplay appeal *Brian Lara* is the winner.

The Summary

BRIAN LARA INT'L CRICKET 2005 THE FACTS YOU NEED TO KNOW!

- ✔ Simple, easy to grasp controls and gameplay make this most approachable and entertaining cricket title on Xbox.
- ✔ The official ICC World Cup and some classic matches help fill out the decent, if hardly stellar, line-up of game options.
- ✘ All the international Test sides, plus a few bonus teams, but the lack of any club sides will disappoint cricket aficionados.
- ✘ Graphically it's all a bit primary school. Even *Club Football* looks better than this, and that was average at best.
- ✘ This is the perfect game for Live, so where's the online support? Come on Codemasters, we want to beat the Aussies!

The Verdict

An instantly playable, fun game of cricket, but not nearly as comprehensive as we'd have liked.

7.3//10

PREVIOUSLY: News - Issue 40
COMING SOON: Hints - Issue 46

UP FOR THE CUP: THE NEXT CRICKET WORLD CUP IS TO BE HELD IN 2007 IN THE WEST INDIES. DON'T EXPECT MUCH FROM ENGLAND THOUGH. WE'RE ONLY RANKED 6TH IN THE WORLD FOR ONE DAY INTERNATIONALS.

Rapala Pro Fishing

Is your rod strong or your fingers fishy enough?

Dev: Fun Labs	Pub: Zoo Digital
Players: 1	Live: Scoreboards
Release: Out now	
www..zoodigitalpublishing.com	

Words: Andy Irving

ASK ANYONE who's spent the night shivering on a riverbank in the name of enjoyment and they'll tell you it's not catching the fish that really matters, but the time spent doing it. Yeah, whatever. After a few hours spent reeling 'em in on *Rapala Pro Fishing*, it's all about the fish. Luckily for netting novices like us, the game makes bagging a trout, salmon or all manner of native American fish a piece of pish thanks to very arcadey gameplay.

Players simply select either Free Fishing mode (akin to a casual Sunday afternoon on the lake) or Tournament mode, where various sets of gear, rods and lures are unlocked. It would have been nice to actually know what we had to do during each cast-off to satisfy each of the criteria, but hey. To bag that bigmouth bass, simply select a lake to fish on, then zoom to a suitable location in your boat, though clumsy controls mean you'll be beaching on the bank a fair few times. As a rule, areas with vegetation are the most fruitful, though each lake is suitably large in scale to find your own patch.

Casting is a bit trickier, involving a careful right analogue/L trigger timed-release affair, but once mastered is eyes-closed easy. Simply reel in your lure or leave it drifting for a passing fish, wait for a bite, then yank in the slack and reel her in. Different lures will have an effect on your success (depending on the environment and type of fish you're catching), though as far as gameplay variation goes, that's it. The lakes and fish may vary, but this measured approach and relatively low skill level of the gameplay doesn't. Which is precisely where *Rapala Pro Fishing* flounders; it's fun while the novelty hasn't worn off, but very repetitive and dull soon afterwards.

↑ A bite! Those $1000 lures do work! Set the hook then jerk your rod.

↑ Keep the tension in the green and smoothly reel in your fish.

↑ Set the drag and depth of your lure. Lovely.

The Verdict

Easy and accessible, though very repetitive. How exciting can 20 different lures be? Not very, is the answer.

5.4//10

Yetisports Arctic Adventures

It's cold outside, there's no kind of atmosphere...

Dev: JoWood	Pub: JoWood
Players: 1-8	Live: Scoreboards
Release: TBA	
www.jowood.com	

Words: Andy Irving

IF, LIKE US, you wasted countless hours on the furiously addictive 2D Flash game that provided the inspiration for this £19.99 Xbox title, it may come as a bit of a shock that this is truly, truly abominable.

On the plus side, at least this Xbox version won't get you fired for wasting your company's time (in this PC-crazy world isn't that classed as 'stealing' nowadays?). On the downside, the regular Flash version was much more fun. Seriously. Surprisingly long load times (for what exactly? The visuals are more reminiscent of a PlayStation 1 title) punctuate not only each different game, but the length of time between each go is also annoyingly large. At least the PC version allowed instant flipper-twatting fun.

Single player mode involves familiar sub games such as Penguin Baseball, Penguin Golf, Penguin Darts (you can sense a theme developing here), Halfpipe Race and Seagull Drop. The controls for these feel clumsy, and the switch from 2D to 3D feels shoddy and contrived. One difference is that your projectile can now be controlled, both in the air and while skidding along the ground. Bonus icons that can be collected for increased points/speed/time that add a little more playability to the otherwise woeful proceedings, but not enough to really save it from the plunging into the icy depths of monotony.

Up to eight players can battle it out through Tournament mode, but you have to take it in turns to play one at a time, on the same screen. And after you've sat through the third round of Penguin Darts for the sixth time, the novelty and 'party' atmosphere of this really starts to wear off. Very quickly. Xbox Live scoreboards are on offer, but who wants to compare points totals when playing against each other would have been a lot more fun? This is sure to instantly melt away in this hot summer of blockbusters.

↑ Grab time bonuses while you 'snowboard' on your size 23s.

↑ Three strikes and you're out. If only the pain was alleviated that easily.

↑ Darts is the most fun and skilful mini-game.

The Verdict

Bland, tedious, poor visuals, totally uninvolving, and nowhere near as fun or addictive as the Flash version.

4.0//10

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RUFF RYDERS - DMX	XBOX10151
SWEET CHILD OF MINE - GUNS N ROSES	XBOX10226
SWITCH - WILL SMITH	XBOX10994
THEY - JEM	XBOX10264
TIPSY - J-KWON	XBOX10284

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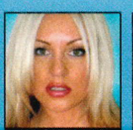
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Hardware Reviews

If you can plug it into your Xbox we'll feature it here

D-Link Wireless Bridge

Co: D-Link | Cost: £60
Release: Out Now | Tel: 020 8731 5555
www.dlink.co.uk

WIRELESS DEVICES are in vogue these days. In the gaming console world, Xbox is that kid at school who always had the latest, coolest trainers just before anyone else realised what they were. As such, Xbox Live users have been spoiled for choice with what to use when wirelessly connecting to the quickest online gaming service around.

D-Link, purveyors of Ethernet plugs, also produce wireless bridges like this DWL-G810. Granted, you'll need a wireless router, but if the folks have a dual cable/wireless router that's going to waste in dad's study, this is a top solution. Configuring the bridge is simple, and the connection speed of 108MB/s is more than enough for Xbox Live. You can even swap it between your Xbox and PC, as two levels of 64-bit and 128-bit Encryption and Wi-Fi Protected Access mean this is super secure. A great value little package.

The Verdict 4//5

Cheap HDTV for Xbox 360?

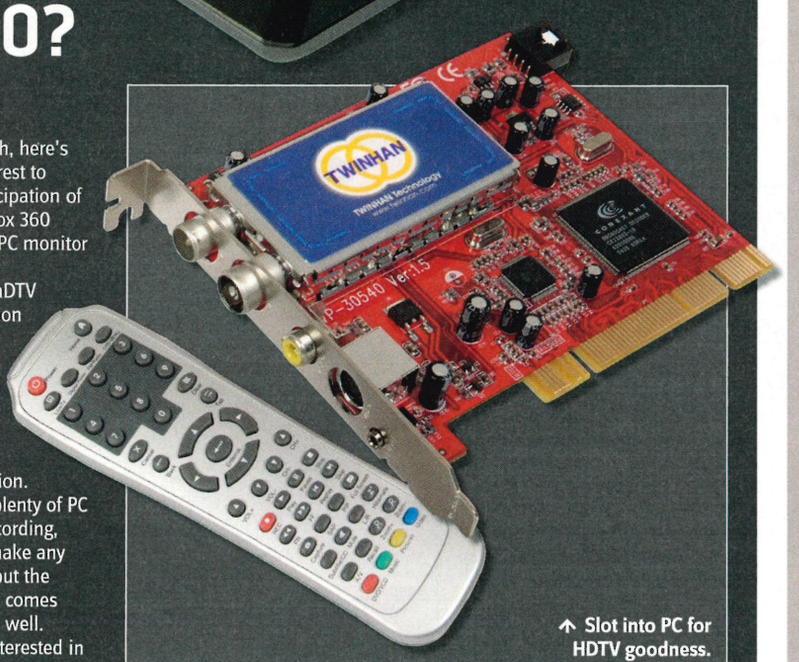
HDTV solution for all

ALTHOUGH NOT an Xbox product as such, here's something that might prove to be of interest to anybody already licking their lips in anticipation of the next generation of high-definition Xbox 360 games: a card that will turn an ordinary PC monitor into a fully-featured HDTV screen.

Costing just under £60, The TwinhanDTV Digital tuner card is a much cheaper option than shelling out several grand on a proper HDTV. Providing that you've got enough PC know-how to fit the thing, it will enable you to enjoy all of your Xbox 360 (and Xbox - providing you know how to tweak them properly) games in glorious high-definition, super clear-o-vision.

Being as this is a PC card there are plenty of PC style extras to note as well - schedule recording, time shifting and other stuff that won't make any difference to your gaming whatsoever - but the most important part we can see is that it comes with a shiny silver remote control unit as well.

If you are technically minded and interested in learning more, visit www.pcnextday.co.uk.

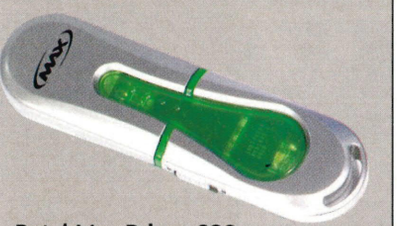


↑ Slot into PC for HDTV goodness.

Recommended Kit

Essential pieces of kit to get more out of your games

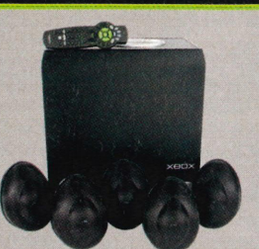
Logic 3 Top Drive GTX £40
Feels lovely, with a nice rubber finish 4//5



Datel Max Drive £20
Transfer saves to PC and email your mates 5//5

Datel R/F Controller £20
Super-shiny low-cost wireless gaming 4//5

Logic 3 Super VGA Box £60
A magic box to bring apparatus together 4//5



Xbox 5.1 Surround Sound £400
Features crystal OMNIPOLAR technology 5//5

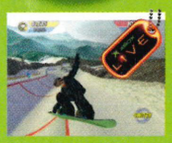
Logic 3 Assault Rifle £40
Loads of firing options and a meaty feel 4//5

PARTY MOST HEARTY: PICKED UP AT THIS YEAR'S FUTURE SUMMER PARTY: SEVERAL FOOTBALL AND BOUNCY CASTLE RELATED INJURIES, RANDOM MEMBERS OF GAMESMASTER'S STAFF (WINK WINK) AND A PACKET OF FACIAL WIPES AND PROPHYLACTICS ON THE FUNFAIR RIDE

Official Xbox Magazine ELITE

Elite Directory

The best of Xbox games that scored 8.5 and more!

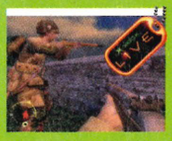


AMPED 2
REVIEWED: Issue 23
TYPE: Extreme sports
"Stunning graphics. Dead easy to pick up and play but furiously addictive"
SCORE 8.9 XBL: ★★★★

BALDUR'S GATE: DARK ALLIANCE
REVIEWED: Issue 08
TYPE: Action RPG
"Absorbing RPG with a healthy dose of hack 'n' slashing"
SCORE 8.5

BEYOND GOOD & EVIL
REVIEWED: Issue 26
TYPE: Adventure
"Diverse and delicious. This isn't about violence, but about story, subterfuge and character"
SCORE 8.9

BROKEN SWORD: THE SLEEPING DRAGON
REVIEWED: Issue 23
TYPE: Adventure
"A detective game that will stick with you after you've finished"
SCORE 9.0



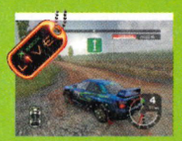
BROTHERS IN ARMS ROAD TO HILL 30
REVIEWED: Issue 41
TYPE: Squad-based shooter
"A compelling, well-designed title. Depth *MOH* dreams of"
SCORE 8.9 XBL: ★★★

BRUTE FORCE
REVIEWED: Issue 18
TYPE: Squad-based shooter
"Multiplayer elevates *Brute Force* from a good to a potentially great game"
SCORE 8.5

BURNOUT 2: POINT OF IMPACT
REVIEWED: Issue 17
TYPE: Driving
"A classic arcade racer that makes you sweat and grin"
SCORE 9.0

BURNOUT 3: TAKEDOWN
REVIEWED: Issue 34
TYPE: Driving
"Essential arcade racer, brimming with deliciousness"
SCORE 9.4 XBL: ★★

CHAMP MANAGER: SEASON 01/02
REVIEWED: Issue 02
TYPE: Sports
"Easily the best game of its kind... indefinite lifespan"
SCORE 8.8



COLIN McRAE RALLY 2005
REVIEWED: Issue 34
TYPE: Driving
"Every bit as good as *04* with the added extra of online play"
SCORE 8.5 XBL: ★★★

CONFLICT: VIETNAM
REVIEWED: Issue 34
TYPE: Squad-based shooter
"Bigger and tougher than its *Desert Storm* siblings. It'll suck you in and love you long time"
SCORE 8.5

CONKER: LIVE AND RELOADED
REVIEWED: Issue 44
TYPE: "Rare delivers a game worthy of its pedigree. Funny, crude and hugely playable"
SCORE 9.0

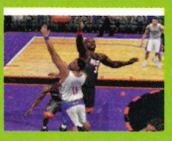
CRIMSON SKIES
REVIEWED: Issue 23
TYPE: Action
"A great package that's been playtested to death - and it looks gorgeous"
SCORE 8.9 XBL: ★★★★★

DEAD OR ALIVE ULTIMATE
REVIEWED: Issue 39
TYPE: Beat 'em up
"A beautiful, balanced fighter; a wealth of multiplayer options"
SCORE 8.8 XBL: ★★★★★

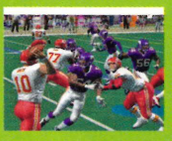
DEF JAM FIGHT FOR NEW YORK
REVIEWED: Issue 35
TYPE: Beat 'em up
"Thoughtful, well-constructed. As fun as it is violent. Rated 18"
SCORE 8.5

DEUS EX: INVISIBLE WAR
REVIEWED: Issue 26
TYPE: First-person shooter
"Mind-blowing, expertly crafted experience. Don't miss it"
SCORE 9.0

DOOM 3
REVIEWED: Issue 40
TYPE: First-person shooter
"Not the genre-defining FPS that we expected but still extremely polished and entertaining"
SCORE 8.5 XBL: ★★★★



ESPN NBA 2K5
REVIEWED: Issue 38
TYPE: US sports
"All the teams, players, flashy presentation and gameplay of EA's titles for half the price"
SCORE 8.9



ESPN NFL 2K5
REVIEWED: Issue 38
TYPE: US Sports
"Loads of features. It hits with the intensity of a 20-stone linebacker. Look out, *Madden*"
SCORE 8.6

FABLE
REVIEWED: Issue 34
TYPE: Action adventure/RPG
"Confident, flashy and polished beyond belief. There's no way you won't love it"
SCORE 9.4

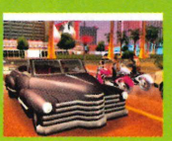
FIFA FOOTBALL 2005
REVIEWED: Issue 35
TYPE: Sports
"Significantly improved gameplay, massively deep career modes and Live play"
SCORE 8.9 XBL: ★★★

FIGHT NIGHT 2004
REVIEWED: Issue 29
TYPE: Sports
"Absorbing, sweat-drenched title. Dazzling graphics and a groundbreaking control system"
SCORE 8.5

FORZA MOTORSPORT
REVIEWED: Issue 42
TYPE: Racing
"All the thrills of *Gotham*, plus mods galore and phenomenal online options"
SCORE 9.4 XBL: ★★★★

GRABBED BY THE GHOULIES
REVIEWED: Issue 23
TYPE: Action adventure
"Very polished. Top animation. A sure-fire crowd-pleaser"
SCORE 8.9

GRAND THEFT AUTO DOUBLE PACK
REVIEWED: Issue 25
TYPE: Driving/Action
"PS2 port, but a benchmark of crime titles yet to be beaten"
SCORE 8.9



GRAND THEFT AUTO: SAN ANDREAS
REVIEWED: Issue 44
TYPE: Driving/Action
"Tons of new features - the biggest, most polished *GTA* yet"
SCORE 9.6

HALO 2
REVIEWED: Issue 36
TYPE: FPS
"You won't find a better single-player and multiplayer game on this generation of consoles"
SCORE 10.0 XBL: ★★★★★

INDIANA JONES AND THE EMPEROR'S TOMB
REVIEWED: Issue 14
TYPE: Action adventure
"One of the best single-player adventures on Xbox. Brilliant"
SCORE 9.0

INDYCAR SERIES
REVIEWED: Issue 18
TYPE: Driving
"You won't find a better racing sim on Xbox. Very technically demanding"
SCORE 8.6

JADE EMPIRE
REVIEWED: Issue 41
TYPE: RPG
"BioWare outdoes itself once again. Imaginative, accessible, beautiful and immersive"
SCORE 9.5

JET SET RADIO FUTURE
REVIEWED: Issue 02
TYPE: Platformer/ Extreme sports
"Supremely playable and very stylish. Huge, intricate levels"
SCORE 8.9

KINGDOM UNDER FIRE: THE CRUSADERS
REVIEWED: Issue 34
TYPE: Strategy
"Very atmospheric strategy with exhilarating combat"
SCORE 8.9 XBL: ★★★★

KUNG FU CHAOS
REVIEWED: Issue 15
TYPE: Party/Beat 'em up
"Highly playable. Very funny and looks great. Very intuitive with excellent multiplayer too"
SCORE 8.6

LMA MANAGER 2005
REVIEWED: Issue 35
TYPE: Sports
"The biggest *LMA* yet. Will slowly but surely take over your life. Prepare to lose sleep"
SCORE 8.5

MADDEN 2005
REVIEWED: Issue 34
TYPE: US sports
"Incredible visuals, great commentary, brilliant play. You'll be busy for months"
SCORE 8.5

MASHED
REVIEWED: Issue 31
TYPE: Racing
"Without doubt one of the finest multiplayer games ever, but single-player is a bit weak"
SCORE 8.6

MAX PAYNE 2: THE FALL OF MAX PAYNE
REVIEWED: Issue 25
TYPE: Action/Shooter
"Definitive blockbuster action title bursting with new ideas"
SCORE 9.2

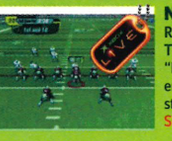
MERCENARIES
REVIEWED: Issue 39
TYPE: Third-person shooter
"Amazing effort. More plot and fewer explosions would have shaken *GTA*'s grip considerably"
SCORE 8.5

METAL ARMS: GLITCH IN THE SYSTEM
REVIEWED: Issue 23
TYPE: Action/Shooter
"Gorgeous graphics, engaging characters, stacks of variety"
SCORE 9.0

MORTAL KOMBAT: DECEPTION
REVIEWED: Issue 36
TYPE: Beat 'em up
"Brilliantly brutal. Xbox's most complete fighting game"
SCORE 8.9 XBL: ★★★★

MOTOGP 2: URT
REVIEWED: Issue 17
TYPE: Bike racing
"Stupendous visuals. Brilliant bike customisation. So thrilling it'll make your knees bleed"
SCORE 9.4 XBL: ★★★★★

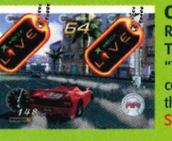
MTV MUSIC GEN. 3
REVIEWED: Issue 30
TYPE: Music
"Essential for anyone with aspirations of headlining at Ministry. Playable and friendly"
SCORE 8.5



NFL FEVER 2004
REVIEWED: Issue 22
TYPE: US sports
"Easy to get into, with an emphasis on action rather than stats. Xbox Live play too!"
SCORE 8.7

NHL 2005
REVIEWED: Issue 35
TYPE: US sports
"The standard annual update, but with an improved roster of dummy shots and tricks"
SCORE 8.9

OTOGI 2: IMMORTAL WARRIORS
REVIEWED: Issue 39
TYPE: Adventure
"An absolutely stunning, deceptively deep actioner"
SCORE 8.6



OUTRUN 2
REVIEWED: Issue 34
TYPE: Driving
"Top presentation and brilliant controls. Fast and furious racer that'll please old and new fans"
SCORE 8.5 XBL: ★★★★

PANZER DRAGOON ORTA
REVIEWED: Issue 15
TYPE: Action/Shooter
"Cutting-edge looks and classic blasting. Gorgeous"
SCORE 8.8

PARIAH
REVIEWED: Issue 42
TYPE: FPS
"Absorbing, tightly paced, ace mapmaker, incredible physics, innovative weapons system"
SCORE 8.9 XBL: ★★★★★

PHANTASY STAR ONLINE EP. I & II
REVIEWED: Issue 17
TYPE: MMORPG
"This should be the most addictive online game ever"
SCORE N/A XBL: ★★★★★

PHANTOM CRASH
REVIEWED: Issue 10
TYPE: Mech shooter
"Extremely enjoyable. Frantic action backed up with an impressive career mode"
SCORE 8.5

PRINCE OF PERSIA: THE SANDS OF TIME
REVIEWED: Issue 26
TYPE: Adventure
"The Prince is the new King of platformers. Truly outstanding"
SCORE 9.0

PRINCE OF PERSIA: WARRIOR WITHIN
REVIEWED: Issue 37
TYPE: Adventure
"Grittier, enhanced combat. Ass-kicking adventuring at its best"
SCORE 9.0 XBL: ★★

PSI-OPS: TMC
REVIEWED: Issue 33
TYPE: Third-person shooter
"Inventive powers offer hours of fun. Outstanding AI compensates for poor story"
SCORE 8.6

RED DEAD REVOLVER
REVIEWED: Issue 30
TYPE: First-person shooter
"Frantic, fun and reasonably demanding. Highly polished arcade entertainment"
SCORE 8.5

RED FACTION II
REVIEWED: Issue 18
TYPE: First-person shooter
"Plenty of missions and a ludicrous 60 multiplayer maps. Excellent fun"
SCORE 8.6

ROCKY
REVIEWED: Issue 09
TYPE: Sports
"Brilliantly evocative, this is dramatic multiplayer scrapping at its finest"
SCORE 9.0

ROCKY LEGENDS
REVIEWED: Issue 35
TYPE: Sports
"Excellent visuals and gameplay. Controlling Creed, Lang and Drago is a big plus"
SCORE 8.6

SEGA GT ONLINE
REVIEWED: Issue 24
TYPE: Driving
"Live-enabled update. Huge single-player career mode and virtually limitless on Live" SCORE 8.7 XBL: ★★★

SOUL CALIBUR II
REVIEWED: Issue 21
TYPE: Beat 'em up
"The most fluid fighter ever. Easy to pick up, tough to master, graphically superb"
SCORE 9.1

SPLINTER CELL: CHAOS THEORY
REVIEWED: Issue 41
TYPE: Action adventure
"Elegant, engaging, electrifying. The best *Splinter Cell* yet"
SCORE 9.4 XBL: ★★★★★

STAR WARS KOTOR II: THE SITH LORDS
REVIEWED: Issue 37
TYPE: RPG
"All that was good from *KOTOR*, in a far more oppressive place"
SCORE 9.3

STAR WARS BATTLEFRONT
REVIEWED: Issue 35
TYPE: Action shooter
"Breathtaking. A joy to play from start to finish, every time"
SCORE 9.0 XBL: ★★★★

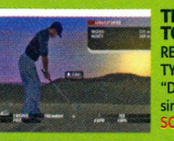
STAR WARS: REPUBLIC COMMANDO
REVIEWED: Issue 40
TYPE: First-person shooter
"Amalgamation of every quality shooter - it's great fun to play"
SCORE 9.0 XBL: ★★★

STEEL BATTALION: LINE OF CONTACT
REVIEWED: Issue 29
TYPE: Mech action
"The best robot game ever. Evil learning curve but worth it"
SCORE 9.0 XBL: ★★★★

SUDEKI
REVIEWED: Issue 32
TYPE: RPG
"One of the best-looking games on Xbox. A brilliant, vibrant adventure romp with great AI"
SCORE 8.7

SUPER MONKEY BALL DELUXE
REVIEWED: Issue 41
TYPE: Party
"The gameplay is simple but so addictive. A huge challenge too"
SCORE 8.6

THIEF: DEADLY SHADOWS
REVIEWED: Issue 31
TYPE: Stealth
"Captivating, atmospheric, with massive replayability"
SCORE 8.9



TIGER WOODS PGA TOUR 2005
REVIEWED: Issue 34
TYPE: Sports
"Drives the perfect line between simulation and arcade action"
SCORE 8.7

TOCA RACE DRIVER 2
REVIEWED: Issue 29
TYPE: Racing
"The most realistic, detailed racer ever. Gorgeous graphics, incredible variety and handling"
SCORE 9.1 XBL: ★★★★

TOM CLANCY'S GHOST RECON: ISLAND THUNDER
REVIEWED: Issue 21
TYPE: Squad-based shooter
"Atmospheric with online play"
SCORE 8.5 XBL: ★★★★

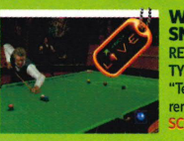
TOM CLANCY'S RAINBOW SIX 3: BLACK ARROW
REVIEWED: Issue 33
TYPE: First-person shooter
"Looks ace and only £20!"
SCORE 9.0

TONY HAWK'S UNDERGROUND 2
REVIEWED: Issue 36
TYPE: Extreme sports
"Not much progression in gameplay, but still excellent"
SCORE 8.5

TOTAL CLUB MANAGER 2005
REVIEWED: Issue 35
TYPE: Sports
"The guvnor of Xbox managerial titles. Works with *FIFA 2005*"
SCORE 8.7

UNREAL CHAMPIONSHIP 2: THE LIANDRI CONFLICT
REVIEWED: Issue 40
TYPE: Shooter
"First-person blasting and frantic third-person action. Superb"
SCORE 9.2 XBL: ★★★★★

WAKEBOARDING UNLEASHED FEAT. SHAUN MURRAY
REVIEWED: Issue 17
TYPE: Extreme sports
"Outrageous arcade action"
SCORE 8.6



WORLD CHAMP. SNOOKER 2004
REVIEWED: Issue 31
TYPE: Sports
"Tension-filled fun for anyone remotely interested in snooker"
SCORE 8.8 XBL: ★★★

XIII
REVIEWED: Issue 23
TYPE: First-person shooter
"Unique, stylish and captivating. You can't afford to miss this superb FPS"
SCORE 9.0 XBL: ★★★

X-MEN LEGENDS:
REVIEWED: Issue 36
TYPE: Adventure
"A great mix of frantic beat 'em up and chin-stroking character customisation"
SCORE 8.5 XBL: ★★★

ELITE CLASSICS

All of these Elite-scoring games are now available for the incredible price of £19.99 in the Xbox Classics range...

AMPED: FREESTYLE SNOWBOARDING
REVIEWED: Issue 01 TYPE: Extreme sports
"Addictive, impressive and deep. Landing a spectacular stunt is so satisfying, and *Amped* is full of opportunities to do that. Career mode will last for ages, but it gets really, *really* hard"
SCORE 8.7

BLINX: THE TIME SWEEPER
REVIEWED: Issue 09 TYPE: Platformer
"Inventive and intriguing with a unique feel. *Blinx* looks superb and has loads of genuine replay value. Essential"
SCORE 9.3

COLIN McRAE RALLY 04
REVIEWED: Issue 21 TYPE: Driving
"Rallying at its grandest, prettiest and most absorbing. The rock-hard Expert mode and Xbox Live leaderboards make for a long lifespan. Handles brilliantly"
SCORE 9.1

DEAD OR ALIVE 3
REVIEWED: Issue 01 TYPE: Beat 'em up
"Accessible, slick and satisfying. Simple to pick up; instantly enjoyable. A visual benchmark - striking, breathtaking levels populated with superbly animated fighters"
SCORE 8.5

FULL SPECTRUM WARRIOR
REVIEWED: Issue 30 TYPE: Strategy
"Fantastic and innovative strategy title that captures the visceral atmosphere of modern-day warfare. Punishing learning curve, but huge missions and ace lighting"
SCORE 9.2 XBL: ★★★★

HALO: COMBAT EVOLVED
REVIEWED: Issue 01 TYPE: First-person shooter
"A masterpiece; without question one of the best games ever. The pitch of the missions is so perfect that you're rarely frustrated. Brilliant story, unmatched level design"
SCORE 9.7

MOTOGP: ULTIMATE RACING TECHNOLOGY
REVIEWED: Issue 04 TYPE: Bike racing
"Hotly contested bike racing combined with a perfect control method. Sumptuous visuals and ace presentation"
SCORE 8.9 XBL: ★★★★★

NINJA GAIDEN
REVIEWED: Issue 29 TYPE: Action
"Groundbreaking beat 'em up action of the highest calibre. Looks stunning, and oozes style. A tough pig of a game that's a must for anyone with the ability to hold a pad"
SCORE 9.2

PRO EVOLUTION SOCCER 4
REVIEWED: Issue 35 TYPE: Sports
"The most accurate and fun footy sim on a console. Superb stuff"
SCORE 9.4 XBL: ★★★★

PROJECT GOTHAM RACING
REVIEWED: Issue 01 TYPE: Driving
"Epic racer blending accuracy with entertainment. Daunting at first, but rewards with masses of enjoyment"
SCORE 8.9

PROJECT GOTHAM RACING 2
REVIEWED: Issue 23 TYPE: Driving
"The most complete and best-looking street racer. The consummate and definitive driving experience. Hefty single-player mode and virtually limitless enjoyment on Live"
SCORE 9.3 XBL: ★★★★★

RALLISPORT CHALLENGE
REVIEWED: Issue 01 TYPE: Driving
"An excellent, searingly fast rally game. Big variety of gameplay and a tough career mode means there's plenty to keep you occupied. Handsome as hell, too"
SCORE 8.5

RALLISPORT CHALLENGE 2
REVIEWED: Issue 30 TYPE: Driving
"Edge-of-your-seat racer that doesn't overload on technical details. Equally fun for a quick blast or becoming absorbed in Career mode. Looks great, with brilliant Live multiplayer"
SCORE 9.0 XBL: ★★★★

RETURN TO CASTLE WOLFENSTEIN: TIDES OF WAR
REVIEWED: Issue 16 TYPE: First-person shooter
"A cracking action shooter that is superb in single-player and provides outstanding team play experiences on Live. An epic, gripping, cinematic adventure from start to finish"
SCORE 9.2 XBL: ★★★★★

SPIDER-MAN 2
REVIEWED: Issue 32 TYPE: Action
"Fun tutorial, simple combat, and a huge environment to explore - you'll be smashing and swinging in no time"
SCORE 8.6

STAR WARS: KNIGHTS OF THE OLD REPUBLIC
REVIEWED: Issue 20 TYPE: RPG
"A whole universe with a thousand paths to explore. One of the most compelling games on any console ever"
SCORE 9.5

THE CHRONICLES OF RIDDICK: EFBB
REVIEWED: Issue 33
TYPE: First-person shooter
"Intuitive controls. Stylish, atmospheric and violent"
SCORE 9.0

THE LORD OF THE RINGS: THE RETURN OF THE KING
REVIEWED: Issue 23 TYPE: Action
"Recreates the film beautifully. You'll be ripped out of your chair and launched into Middle-Earth. You won't look back. A blockbuster action game"
SCORE 8.5

TIMESPLITTERS 2
REVIEWED: Issue 09 TYPE: First-person shooter
"Polished, frantic, hyper-paced action. There'll be a McDonald's on Mars before you can exhaust all the deathmatch variations"
SCORE 9.3

TOM CLANCY'S GHOST RECON
REVIEWED: Issue 11 TYPE: Squad-based shooter
"Confident and addictive. Suspense and excitement by the bucketload. Hugely playable; easy command interface and intuitive controls. The strategy/action benchmark"
SCORE 8.9 XBL: ★★★★

TOM CLANCY'S RAINBOW SIX 3
REVIEWED: Issue 23
TYPE: First-person shooter
"Great variety of missions, excellent multiplayer. Looks great, sounds incredible and the action is relentless. The ultimate package for fans of realism-based FPSs"
SCORE 9.4 XBL: ★★★★★

TOM CLANCY'S SPLINTER CELL
REVIEWED: Issue 23 TYPE: Action adventure
"An amazingly good-looking, exciting adventure that's so addictive it should carry a Government Stealth Warning. Superbly tense with lots of cool gadgets to play with"
SCORE 9.0

TONY HAWK'S PRO SKATER 4
REVIEWED: Issue 11 TYPE: Extreme sports
"Silky trick system. User-friendly structure and loads of new ideas. Levels aren't quite as interesting as *THPS3*'s though"
SCORE 8.6

TONY HAWK'S UNDERGROUND
REVIEWED: Issue 24 TYPE: Extreme sports
"The slight change in direction is refreshing. Story mode is impressive but still no Live play. Hop off and explore!"
SCORE 8.6

TOP SPIN
REVIEWED: Issue 23 TYPE: Sports
"Incredible. This is the best tennis game in the world. Even if you don't like tennis you'll soon be hooked. Massive single-player game and awesome with friends"
SCORE 9.0 XBL: ★★★★

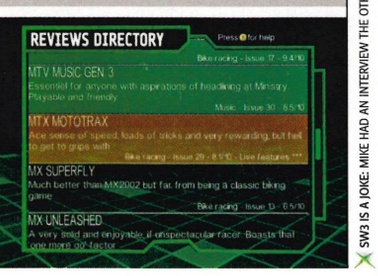
UNREAL CHAMPIONSHIP
REVIEWED: Issue 10 TYPE: First-person shooter
"Frantic action will have you playing for hours at a time. Fast yet easily controllable and limitless fun on Xbox Live"
SCORE 9.2 XBL: ★★★★

Full interactive Reviews Directory

The ultimate buyer's guide... read full reviews of every Xbox game! Scroll through more than 550 Xbox games and press the A button on your controller to read the full reviews!

Official Xbox Magazine ELITE

Official Xbox Magazine ON THE DISC



SW3 IS A JOKE: MIKE HAD AN INTERVIEW THE OTHER DAY AT 4.30AM, IN CHELSEA POLICE STATION, WEARING CLOTHES COVERED IN *SOMEONE ELSE'S BLOOD*... AND HE STILL MADE IT INTO WORK THAT MORNING!

Play:More

PLAY:MORE is about getting more from your games. From tips and cheats to in-depth Masterclasses, you'll find everything, explore everywhere and beat everyone.

It's about playing games until the disc wears out. It's about demonstrating your expertise, proving you're the best and taking your place among our elite community of Xbox gamers. It's about winning stuff, beating the challenges and earning respect from your fellow gamers.

Play:More is where you make *Official Xbox Magazine* your magazine.

DEMO: SCOOBY-DOO! UNMASKED

LIVE REVIEW: BLACK HAWK DOWN

GUIDE: CONKER: LIVE & RELOADED

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BT

Unlock the true potential of Xbox Live with Broadband from BT, and challenge gamers worldwide with the latest Xbox Live games.

From the makers of the number-one selling *Conflict* series comes *Conflict: Global Terror*. Boasting:

- Hugely improved graphics with incredibly detailed characters and environments
- Enemies with real intelligence – developed in conjunction with professional military advisors
- Acclaimed intuitive squad control with direct command over the four operatives
- ...and now take the frontline online! For the first time, play *Conflict* co-operatively over the internet with Broadband from BT.

To find out more about superfast Broadband from BT, offering speeds of up to 2MB*, check out www.bt.com/gaming/oxm

***If your line won't support 2MB, we'll offer the best speed available for your line. Terms and conditions apply.**

On Your Disc...

THIS MONTH'S game disc features two shining examples of cartoon mayhem. First up is *The Incredible Hulk: Ultimate Destruction*. Simply storm through the city causing as much outright devastation as possible!

In *Scooby-Doo! Unmasked*, Mystery Inc is investigating a haunted film studio. Play through one scary mission, defeating robotic monsters and finding clues along the way.

If you own the complete games of *Full Spectrum Warrior* and *Sega GT* online, you're also in for a treat. We've got two new downloadable missions for *Full Spectrum Warrior* and a host of online challenges for *Sega GT*. Don't forget to check out our massive Xbox 360 video selection to get a taste of what's to come. You'll also be able to view all the latest Xbox games in our movies section.

The Incredible Hulk: Ultimate Destruction

Reviewed: Coming Soon | Score: TBA
Players: 1

ON THE DISC

NEXT MONTH! MASSIVE GAMMA-POWERED INCREDIBLE HULK PRIZE CHALLENGE!

MILD-MANNERED scientist Bruce Banner was once a pioneer in the study of nuclear energy. That was until the day he was accidentally caught in a blast of Gamma radiation and became the angriest man in the world. Transformed into the Incredible Hulk, he's on the rampage through city streets, trashing everything.

Your goal in this trial version is quite straightforward. Cause as much mayhem as possible within two minutes. You score points for smashing just about everything, from petrol stations to lanes of moving traffic. Collecting yellow power-ups also boosts your total score.

For a big green man, the Hulk is incredibly agile and can execute a surprising amount of special attack moves. Press the A button to jump. The longer you hold it, the higher you go. Exactly the same goes for the standard attacks that can be 'charged up' with gamma energy by holding them down. In fact, there's practically nowhere that the Hulk can't travel using his super strength. It's even possible to run up and across the sides of buildings. Simply hold the R trigger while running.

The Hulk also has a couple of super-special 'critical mass' attacks. Before you can do them, you must max out your specials bar by collecting green radiation cores. When the bar is full, press X and Y simultaneously to reach into your fiery depths and bring out a city-shattering gamma attack.

Achieve a massive score and you'll earn a password that can be used to unlock exclusive bonus features in the full game.

↓ Follow the red markers for threats.

Fun Challenge 1

You can have lots of fun with the pedestrians in this trial version. Firstly, you can pick them up and carry them around like any other object. Simply walk or run up to one and press the B button. You can then lob them around like projectiles. Obviously, their squishy skin won't cause much damage to a tank, but it's definitely good for a laugh. Another cool thing you can do is rip up a lamppost and swing it like a baseball bat. We want you to whack a pedestrian as far away as possible. Don't forget that you can charge up your swing by holding the attack button longer!

↑ Hitting a home run.

Fun Challenge 2

With the exception of large buildings, almost everything you see can be torn up and used as a weapon. Cars and lorries can be thrown at enemies, which is especially useful for taking out Strike Force helicopters. Lampposts can be used as clubs and you can bowl the giant petrol station globes into rows of police cars. We want you to find as many ways of using the environment as a weapon as possible. Some larger items, like buses, can also be used as a shield or turned into iron fists by pressing the Y button while holding them. Experiment and see what else you can find.

↑ Shield yourself from the tanks.

Replay

YOU DON'T HAVE to be angry with all the pedestrians. Pick one up, then press X or A to put them down safely with a nice pat on the head. Awww...

Challenges

THINK YOU'RE HOT stuff when it comes to Xbox? Challenges gives you the chance to become a gaming celebrity! There are several ways to make your mark: in the demo challenges, Xbox Live competitions and clan leagues. Some are for prizes, others just for glory. Check it out!

MOTOGP: ULTIMATE RACING TECHNOLOGY 3

Game Disc 43

THE CHALLENGE: Complete the first demo race in the fastest possible time.

NAME	LOCATION	TIME
PETER MALLA	CORNWALL	00.58.43
DARREN HUMPHREY	DORSET	01.06.19
JENNIFER EDEN	ANFIELD	03.05.95
ROB NOALL	CORNWALL	03.14.00
JAMES ANDERSON	CAMBRIDGE	03.52.77
PAUL GARDENER	LONDON	03.53.00
RICHARD SMITH	GLOUCESTER	03.55.72
NICHOLAS PERRY	LONDON	03.56.00
CARL MICHAELS	CARMS	03.56.33
LES EDWARDS	SURREY	01.06

Congratulations to everyone brave enough to tackle this difficult challenge. Our top five riders each win a copy of the *House of the Dead* movie on Prism DVD, also available from www.prismdirect.co.uk

Issue 45 Challenges

Dear *Official Xbox Magazine*
Here is my Demo Challenge score:

SCOOBY-DOO! UNMASKED

My fastest time to complete the demo level:

.....

.....

Name

Address

.....

.....

Telephone number

Cut out or photocopy this form, fill it in, and send it to Game Disc 45 Demo Challenge, *OXM*, 99 Baker Street, London, W1U 6FP. Entries must arrive by 8 August 2005.

DON'T MAKE HIM ANGRY: THERE ARE FIVE DIFFERENT CODES TO UNLOCK IN THE INCREDIBLE HULK TRIAL VERSION DEPENDING ON HOW WELL YOU DO

Download Your Content

FIRSTLY, MAKE SURE that you have a *Full Spectrum Warrior* or *Sega GT Online* saved profile on your Xbox hard drive. You can check this using the dashboard. If not, load up the full game of your choice and create a new profile.

Load the playable Game Disc and select Extra Content from the main menu. Highlight the content you want to download and press the A button. Wait for the content to finish saving to your hard disk and press the B button to return to the main menu.

If you've chosen the *Full Spectrum Warrior* missions, load up the full game and go to the Solo Campaign mode menu. Scroll to the left until you find the missions titled Epilogue 1 and Epilogue 2. Choose your mission and select Deploy to begin.

Game Saves

PLAY:MORE is determined to crack open every Xbox title and bring you the hottest downloadable saves. This issue...

CT Special Forces: Fire for Effect
All levels unlocked and complete with all emblems. All bonus material unlocked.

Unreal Championship 2: The Liandri Conflict
Game complete on Masterful with all levels and characters unlocked.

Lego Star Wars
All three episodes unlocked with all microkits and superkits collected. All characters unlocked, plus over 1 million studs to spend!

Brothers in Arms: Road to Hill 30
All chapters unlocked.

How To...

Download your Game Saves

SAVES CAN BE found in the Game Saves and Extra Content menus. Highlight one and press the A button to download it. If the save is greyed out and can't be selected, you already have a save of this type on your Xbox hard disk. Simply go into the Memory screen on your Xbox Dashboard, delete the save and, the next time you load the game disc, the option will reappear in white.

Scooby-Doo! Unmasked

Reviewed: Coming Soon | Score: TBA | Players: 1

SCOOBY-DOO! Where are you? In this trial version, the gluttonous super-sleuth is hot on the trail of Fred's cousin Jed, a monster movie set designer who disappeared under mysterious circumstances. His animatronics have gone haywire, attacking anyone who enters the film lot. It's your mission to recover one of the vital clues that could clear Jed's name.

Scoob has three different attacks to fend off the robotic monsters. The most powerful is a slide attack that knocks even the toughest enemies off their feet. Be careful not to use this too near a ledge though, as you could slip off. You can also bounce on the monsters' heads, or whip them with a spinning attack.

Not all the enemies will go down in one go, though. The deadly ice monsters can take a number of hits while they try to freeze you with their breath. They can even turn themselves invulnerable for a few seconds!

If you can collect 150 Mubber units and find the costume-making machine, you'll be able to create a kung fu outfit. This gives you access to even more special attacks, including a karate chop and side-kick. Collect boxes of Scooby snacks to replenish your health and locate the mysterious clue to finish the mission. Zoiks!

JOYTECH™

Prize Challenge

We want you to complete the demo mission in the quickest possible time. You must also collect the hidden popcorn along the way. The winner receives a pair of Neo S Controllers coutesey of the fine people at JOYTECH. As this month's game disc is rated 15, we must ask that you are 15 or older to enter. If you achieve a qualifying time that gives you a shot at the title, we'll contact you personally to ask for a photo or video of your entire run through the demo. And remember, we know how to use *Photoshop* better than you do - so no cheating! Closing date 08 August 2005. Go for it!

MotoGP: Ultimate Racing Technology 3

Reviewed: Coming Soon
Score: TBA **Players:** 1

THERE ARE plenty of motorcycle games on Xbox, but the experts know that for realistic handling and unbeatable authenticity, you nothing beats the *MotoGP* series.

This trial version includes two game types: Grand Prix and the all-new Extreme Race mode. Grand Prix drops you into the well-worn leathers of Italy's Valentino Rossi. This three-lap race of the Italian Mugello circuit is sure to put your skills to the test. Thankfully, difficulty is set to Arcade, so you'll get away with the occasional bump and crash without being dismounted. In the full game, you can up the difficulty to make the experience much more difficult.

The new Extreme Race mode takes place on a fictional but nightmarishly difficult urban circuit somewhere in the Mediterranean. There are three laps to complete, using another Italian rider, Eduardo Cattani. This isn't a real event in the *MotoGP* season, so all the riders here are amateurs with personalised cycles and leathers. They're definitely on the fringe of what would be accepted in a real *MotoGP* race...

Worms 4: Mayhem

Reviewed: This Issue
Score: 8.4 **Players:** 1-4

IT DOESN'T SEEM like that long, but it's actually been ten years since the first *Worms* game. To celebrate, we've put a special anniversary movie on the disc, plus this awesome trial version!

There's a generous selection of game modes on offer. We recommend starting out with Story mode, which acts as training for the big battles to come. Playing as one of the Cowboys, you must collect all eight crates and then take on the Banditos. It's five against one, but you have the advantage of some lethal weapons, like the Holy Hand Grenade. Hallelujah!

Quick Game mode is a traditional battle against the computer. Taking control of the Scots, you have to destroy all four Coppers before they do the same to you.

Up to four players can join a multiplayer battle using the same controller. There are four teams to choose from: the Cowboys; Funky Dudes; Scots and Spacemen. Or you can create a new team from scratch. It's easy to add new hats, moustaches or even 'blingin' jewellery to your worms!

Replay

EVERYBODY IS kung fu fighting when Scoob puts on this special costume! Execute a high-kicking combo by pressing X, X, X.

Full Spectrum Warrior

Reviewed: Issue 32
Score: 9.2 **Players:** 1

LIKE ANY soldier, if you want to survive you have to go through the rigours of MOUT training. There's a lot to learn, but these five bite-sized missions make lobbing grenades and flanking enemies seem like a walk in the park, albeit one littered with anti-personnel mines.

Try to get your teams heading the same way, but always on opposite sides of the street. With one team always watching the other team's back, enemies should never be able to flank you and pick you off.

One superb tactic is to make Alpha team lay down suppressive fire while Bravo creeps into grenade-throwing range. Smoke grenades will also keep the enemy in a state of confusion. Team Casualties can't be left behind to die – you have to carry them to the nearest medical station before they bleed to death. This will slow the team down considerably, so don't stray into the firing line too often!

ON THE DISC

- MOVE CURSOR
- LOOK
- MOVE
- A EXECUTE
- B CANCEL/COVER
- X FIRE
- Y TEAM SELECT
- L ZOOM
- R FOG OF WAR
- REPORT IN (SAVE)
- GPA

Sega GT 2002

Reviewed: Issue 10
Score: 8.3 **Players:** 1

STEP BACK IN time for some classic racing action! You get a quick race around the Tornado Pass with five other racers to beat. There are two cars to choose from: the Renault 5 Turbo II '85, and the sexy Subaru Impreza WRX '01.

Select Quick Battle mode from the main menu and choose your automobile. Race to the finish in a single lap of the Tornado Pass. Both cars in this trial version are very distinctive, so you'll need to try them both to get a feel for their handling. The Renault 5 is a quintessential GT car. This hot hatch has decent enough acceleration and is a straightforward car for novice racers.

The Suey is a more difficult beast to get to grips with, with significantly more horsepower under the hood. It's got an excellent top speed of 190mph, but going that fast on the twisty tornado pass is ill-advised.

ON THE DISC

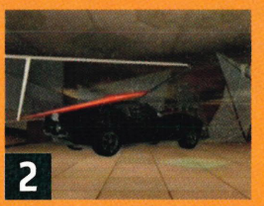
- STEER
- NOT USED
- STEER
- A UP GEAR
- B DOWN GEAR
- X NOT USED
- Y NOT USED
- L BRAKE
- R TRIGGER ACCELERATE
- REAR VIEW
- CAMERA

Play:More On The Disc

EARN A PLACE in Xbox history and appear in your section of the Game Disc! Play:More brings you the maddest tricks, and we love to show Xbox Live clans causing mayhem.

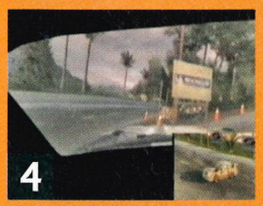
Complete and cut out this coupon and attach it to the front of your VHS tape before sending. Entries must be less than ten minutes long and rewound to the correct starting position. Please don't have custom soundtracks playing.

Callum McMahon squeezes every last drop of gameplay from *Halo 2*, by exploring Regret in his Ghost. Incredibly, it's possible to travel almost anywhere.

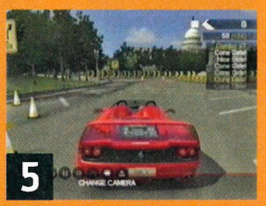


Taking ram-raiding to the extreme, Steven Clark and Rhys Dawes' *Driv3r* movie is a riot. Smashing through the shopping mall, they leave no discount clothes unscathed!

This multi-angle *Gotham 2* video from Jason Lane is really cool. He used DVD-authoring software to create this replay of one of his best rally times. We want more.



We're still getting entries for the *PGR2* challenge, like this one from Danny Abbey. His 126 combo puts him just out of the running, but it's still a good effort.



We couldn't quite squeeze James Zamyslianskyj's 119 Kudos combo on the disc (sorry James!), but we thought it still deserved an honourable mention.

Play:More On The Disc

Name _____

Address _____

_____

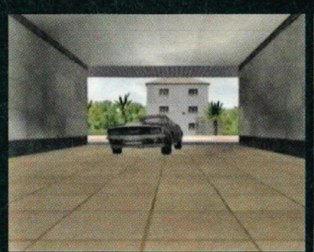
Postcode _____

Description of my Top Play _____

❑ I have made sure that custom soundtracks are turned off.

Replay

NOW THIS is what we call a smash and grab! Tanner takes a shortcut through the shopping centre in Steven and Rhys's *Driv3r* clip...



Challenges

ANOTHER TOP challenge league for you. If you want to suggest a new challenge or have some results from an event you've organised, send them into the usual address. We're also going to be running regular leagues based on your entries for Play:More On The Disc.

↑ **Make the insurance companies PAY!**

BURNOUT 3: TAKEDOWN

Full game challenge
THE CHALLENGE: Highest crash score in Crash junction #14, 'Jack Knife City'.

NAME	VEHICLE	CRASH DOLLARS
Tattie	Fire Truck	2,409,848
Simon Lee	Fire Truck	2,321,228
John Cassidy	Bus	2,230,484
Warren Kelling	Bus	2,026,216
Michael Passingham	Trash Truck	1,988,580
David Fitchett	Tractor Cab	1,751,538
Elliot Noble	Fire Truck	1,695,336
Shane Brown	Fire Truck	1,667,856
Glenn Wallis	B Team Van	1,455,800
Simon Roper B	Team Van	1,438,508
James Bell	Oval Racer Special	1,288,172

LOADS OF GREAT scores for Jack Knife City this month. It's great to see that everyone's attempting the challenge using different vehicles. More top scores next issue.

PROJECT GOTHAM RACING 2

Full game challenge
Highest Kudos combo on any of the Cone Challenges in *Project Gotham Racing 2*.

NAME	CONE CHALL	KUDOS
Glyn Horsley	Washington DC	221
Daz Carr	Washington DC	218
Aaron Gregg	Washington DC	215
Daniel Moffatt	Washington DC	213
Daniel Moffatt	Washington DC	203
Glyn Horsley	Chicago	199
Ryan Roberts	Washington DC	190
Daniel Moffatt	Washington DC	185
Glyn Horsley	Edinburgh	160
Glyn Horsley	Yokohama	137

Unfortunately, neither of this month's *Project Gotham Racing 2* entries managed to make an impression on the league, so things are looking much the same as last month. Next issue, we'll be revealing your times for *Midnight Club 3: DUB Edition*'s El Cortez Dash. Email them to mark.robins@futurenet.co.uk

PUPPY POWER! IN THE FULL GAME, COLLECTING FOOD ITEMS LIKE THE POPCORN WILL ALLOW YOU TO CREATE DELICIOUS SCOOBY SNACKS WITH THE HELP OF SHAGGY!

LiveCalendar

Your official guide to the hot game releases, events and Xbox Live gaming sessions for the next month

FRI 08 JULY 2005

Game Mode Night: *Halo 2* Capture the Flag mode.
www.bungie.net

SAT 09 JULY 2005

Samsung Winning Weekend: Register each month for a chance to win Samsung prizes.
www.xbox.com/en-GB/live/calendar/winningweekends.htm

SUN 10 JULY 2005

Samsung Winning Weekend: Register each month for a chance to win Samsung prizes.
www.xbox.com/en-GB/live/calendar/winningweekends.htm

MON 11 JULY 2005

Featured Game: *Pariah*.
www.xbox.com/en-GB/pariah/default.htm

TUE 12 JULY 2005

Play and Win: Play *Halo 2* and win featured game goodies.
www.xbox.com/en-GB/halo2/default.htm

WED 13 JULY 2005

Featured Game: *Doom 3*.
www.xbox.com/en-GB/pariah/default.htm

THUR 14 JULY 2005

Friends Night: Meet new gamers and sign into the forums.
http://forums.xbox.com/ShowForum.aspx?ForumID=282

FRI 15 JULY 2005

Enter our *Forza Motorsport* Challenge! See page 127 for details.
www.xbox.com/en-GB/Forzamotorsport/default.htm

SAT 16 JULY 2005

Samsung Winning Weekend: Register each month for a chance to win Samsung prizes.
www.xbox.com/en-GB/live/calendar/winningweekends.htm

SUN 17 JULY 2005

Samsung Winning Weekend: Register each month for a chance to win Samsung prizes.
www.xbox.com/en-GB/live/calendar/winningweekends.htm

MON 18 JULY 2005

Featured Game: *Midnight Club 3 Dub Edition*.
www.xbox.com/en-GB/midnightclub3/default.htm

TUE 19 JULY 2005

Mystery Gamer: Play him at *Conker: Live & Reloaded* and win Xbox prizes!
www.xbox.com/en-GB/conker/default.htm

WED 20 JULY 2005

Play and Win: Play *Tom Clancy's Splinter Cell: Chaos Theory* and win featured game goodies.
www.xbox.com/en-GB/

THUR 21 JULY 2005

Friends Night: Meet new gamers and sign into the forums.
http://forums.xbox.com/ShowForum.aspx?ForumID=282

FRI 22 JULY 2005

Enter our *Forza Motorsport* Challenge! See page 127 for details.
www.xbox.com/en-GB/Forzamotorsport/default.htm

SAT 23 JULY 2005

Samsung Winning Weekend: Register each month for a chance to win Samsung prizes.
www.xbox.com/en-GB/live/calendar/winningweekends.htm

SUN 24 JULY 2005

Samsung Winning Weekend: Register each month for a chance to win Samsung prizes.
www.xbox.com/en-GB/live/calendar/winningweekends.htm

MON 25 JULY 2005

Send off for your Xbox Live Arcade launcher disc today!
www.xbox.com/en-GB/livearcade/default.htm

TUE 26 JULY 2005

Featured Clan Challenge: Play this month's featured clan at *Halo 2*.
http://forums.xbox.com/ShowForum.aspx?ForumID=282

WED 27 JULY 2005

Special Offer: Try out Xbox Live for two months for free!
www.xbox.com/en-GB/live/trialoffer.htm

THUR 28 JULY 2005

Practice Night: *Delta Force: Black Hawk Down*.
www.xbox.com/en-GB/Blackhawkdown/default.htm

FRI 29 JULY 2005

New Releases Day: Get your hands on *Worms 4: Mayhem*!
www.wormsmayhem.com/community.html

SAT 30 JULY 2005

Samsung Winning Weekend: Register each month for a chance to win Samsung prizes.
www.xbox.com/en-GB/live/calendar/winningweekends.htm

SUN 31 JULY 2005

Samsung Winning Weekend: Register each month for a chance to win Samsung prizes.
www.xbox.com/en-GB/live/calendar/winningweekends.htm

MON 01 AUGUST 2005

Friends Night: Meet new gamers and sign into the forums.
http://forums.xbox.com/ShowForum.aspx?ForumID=282

TUE 02 AUGUST 2005

Enter our *Forza Motorsport* Challenge! See page 127 for details.
www.xbox.com/en-GB/Forzamotorsport/default.htm

WED 03 AUGUST 2005

Practice Night: *Conker: Live and Reloaded*.
www.xbox.com/en-GB/conker/default.htm

THUR 04 AUGUST 2005

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Dates subject to change due to reasons beyond our control

Coming Soon

Better start saving for these...

GAME	GAME TYPE	RELEASED
25 to Life	Shooter	Summer 05
America's Army: ROAS	Strategy	TBA
Battlestations: Midway	Strategy	Summer 05
Black 9	Action	TBA
Blazing Angels	Arcade	Summer 05
BIA	FPS	Spring 06
Burnout: Revenge	Racing	Summer 05
Call of Duty 2: Big Red One	FPS	Autumn 05
Commandos: Strike Force	FPS	Summer 05
Conflict: Global Terror	Action	September 05
Conker: Live and Reloaded	Action	24 June 05
Darkwatch	FPS	September 05
Far Cry Instincts	Shooter	Summer 05
FSW: Ten Hammers	Strategy	Spring 06
From Russia With Love	FPS	TBA
Gauntlet: Seven Sorrows	Hack 'n' slash	Winter 05
G. Romero's City of the Dead	FPS	Summer 05
Gene Troopers	FPS	TBA
King Kong	FPS	Winter 05
Kingdom Under Fire: Heroes	RTS	Autumn 05
LA Rush	Racing	Summer 05
Midway Arcade Treasures 3	Retro	Summer 05
Mortal Kombat: S'lin Monks	Action	Summer 05
MotoGP: URT 3	Racing	2005
Need For Speed Most Wanted	Racing	Winter 05
Ninja Gaiden Black	Beat 'em up	September 05
Painkiller	FPS	2005
Panzer Elite	RTS	TBA
Phantom Dust	Action shooter	2005
Prince of Persia K'dred Blades	Action adventure	TBA
Rainbow Six: Lockdown	Shooter	September 05
Raze's Hell	Action	TBA
Serious Sam 2	Shooter	TBA
Splinter Cell 4	Action adventure	TBA
SSX On Tour	Extreme Sports	Winter 05
StarCraft: Ghost	Action	Winter 05
Stargate SG-1: The Alliance	FPS	Autumn 05
Star Wars Battlefront II	Shooter	Autumn 05
Stubbs: RWAP	Action	Summer 05
TimeShift	FPS	Autumn 05
TOCA Race Driver 3	Racing	Summer 05
Tom Clancy's Ghost Recon 3	Shooter	TBA
T.Hawk's American Wasteland	Extreme Sports	Xmas 05

↑ Ninja Gaiden Black

↑ King Kong

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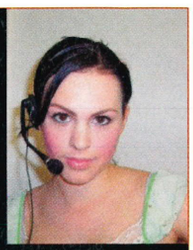
Game Star of the Month



Name: Jade
Age: 18
GamerTag: Medusa PMS
Home town: Exeter

NEVER JUDGE a book by its cover. Medusa PMS doesn't exactly look like a deadly *Halo 2* master, but she certainly proved otherwise at Joystick Junkies' recent charity event (see below). The 18-year-old joined the PMS clan four months ago and is really proud to be a member of their rapidly expanding international wing.

Despite an early defeat at the hands of Ben T's cheap rocket-hoarding battle tactics, Medusa fought back strongly to make it through to the final, crushing male competitors, like Soyabean and Rocha, with ease. She even scored a running riot in her heat, something that only the winner of the tournament, John Cox, and Ben T achieved that day.

The secret of her success is being a crack shot with the battle rifle. "For practice, I really like to play with the shields turned off and go for the headshots", she said. We're certainly looking forward to our upcoming rematch with Medusa and the PMS clan later this summer.

Become a Pro Gamer!

Fragdolls UK is looking for new recruits!

KEEPING WITH the female theme, Ubisoft has recently announced a UK arm of the Fragdolls. In the US, the Fragdolls was one of the very first all-girl clans to turn fully professional. That was back in 2004. It now receives sponsorship from Ubisoft and travels around the country competing in big-money tournaments.

Fragdolls UK will also hit the road to gaming excellence later this year, representing Ubisoft games and hopefully kicking ass. If you're a girl gamer and think you've got the skills to take on the best, it's time to apply for a place on the team. Fragdolls responsibilities include playing, promoting games online, competing in tournaments and making public appearances. You need to be an avid gamer who owns a good range of consoles, are able to write and communicate clearly, and above all have a positive attitude.

If you would like to apply for a job with Fragdolls UK, you should write to Ubisoft outlining why you think you would be suitable for the role. **Application letters and CVs can be emailed to fragdollsuk@ubisoft.co.uk or posted to Frag Dolls UK, Ubisoft, Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 8DU.**

The X-Word

With Luke "Duke" Newcombe, community expert.

THIS MONTH I was locking down renowned games publisher Ubisoft at the *Rainbow Six: Lockdown* Community Day. Held at Microsoft's lush London Headquarters, a few select gamers had the privilege of playing the game months before its official release. And before you ask, good old Ding is back in top form!

I'm also trying to get to grips 'Pimping my Ride' with *Forza Motorsport*. The sheer amount of customisation that you can actually do to your car is absolutely mind blowing. My Ferrari 360 Modena F1 currently has a cool colour scheme and an elaborate logo! Watch out for me on the driving circuits of Xbox Live, I'll be the one suffering online road rage!

Check out this month's Xbox Live Calendar for a chance of winning some really great Samsung goodies. If you have something cool going on and think the Xbox Live community should know about it, send me an email at projectunity@hotmail.co.uk and I'll check it out!

Clans Reunited

The female is deadlier than ever

LONDON'S MEDICINE Bar recently hosted the first ever Joystick Junkies Trueplayerz event, a great opportunity for casual and hardcore gamers to meet up, play games and party, all in the name of charity. Most excitingly of all, the *Halo 2* and *Burnout 3: Takedown* tournaments gave you a chance to take on the PMS Clan, a team of all-girl gamers.

Taking part in the competition was Mistletoe, a postgrad student with a love for *Halo 2*. There was also Rinny who works in Gamestation and advises the clan on the best games to buy, and finally Medusa PMS who is this month's Game Star (see above). "I had some serious issues with one bloke's insistence on using the Plasma pistol/BR combo, and decided to play dirty and use dual needlers! PINKISH PURPLE LOVE!" said Rinny defiantly.

The day was a huge success, and Joystick Junkies is hoping for an even bigger turnout next time. PMS Clan also have big ambitions, embarking on a UK tour this summer. For the latest news on PMS Clan and Trueplayerz parties, check out www.pmsclan.com, www.joystickjunkies.com and future editions of *OXM*.

↑ **Rinny, Medusa and Mistletoe in a chilled-out moment.**

Challenges

HALO 2
Xbox Live Challenge
The Challenge: Achieve the highest ranking in big team battle.

RANK	GAMERTAG	WINS
1.	MURDA4FREE	107
2.	Assassinxkilla	92
3.	Foodsolja	83
4.	Major	95
5.	XhalofreakX	84
6.	rAmEnOOdLeS	83
7.	Donk3y Man	82
8.	SIC BEAST	80
9.	Blindlight14	94
10.	SHADOW NITRO	75

These high-ranking players are about to face a new challenge with the release of the *Halo 2* map pack. You can read our full review on page 84 and find out what's in store.

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MISTLETOE: SHE LISTS THE SIMS 2, WORLD OF WARCRAFT AND HALO 2 AS SOME OF HER FAVOURITE GAMES

LiveReviews

We take a look at recently reviewed Xbox Live-enabled games and rate their online performance

↑ Pick from a selection of slick pre-modded cars and you can boost leaps like this over opponents!

SRS: Street Racing Syndicate

Where you can talk to real women like those on the box!

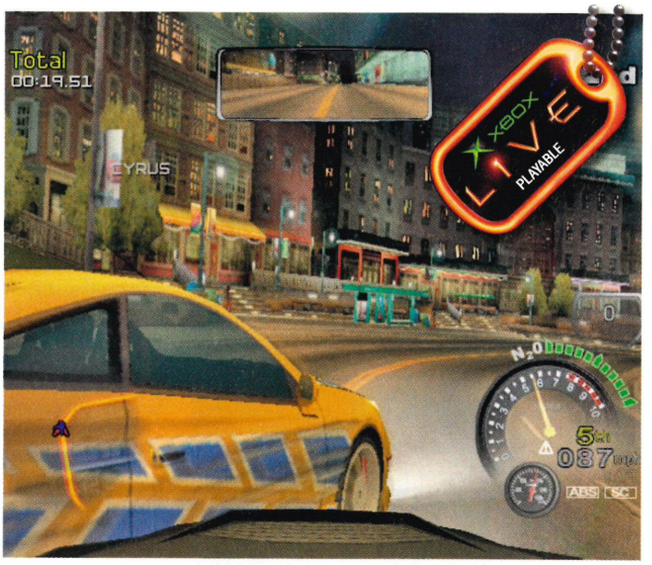
Reviewed: Issue 43	Score: 6.0
Players: 1-2 Split	Live: 2-4 players
Players: 2-4 S.Link	

IT REALLY HAS been like driving in the rush hour over the past few months, as we Xbox owners have been positively spoiled by a glut of top online-enabled racers. And although it comes squealing out of the Xbox Live garage at the same time as the excellent *Juiced* (page 112), and boasts the same neon lover's paradise as far as visuals are concerned, unfortunately, *Street Racing Syndicate* can't touch THQ's racer for dust online. Really, it's nowhere near as sweet to play.

That's not to say *SRS* isn't a solid Live title, because it actually plays fine. Rather well, if we're being honest. A decent amount of game modes are on offer, like the customary Quick Race, along with the fun Collection Race modes, where players race to pick up more than 50 per cent of the relevant icons dotted around the city. The fabled pink slip races, similar to those in *Juiced*, are present here too. Race any of your cars from your offline career mode against a fellow driver, and brilliantly/ frustratingly (depending on the result), the winner gets to keep the loser's car. Forever.

Team versions of each of these races are available, and would have been a really great touch, especially a manic Team Collection dash around the mean streets of Philly. Unfortunately, the fundamental setback *SRS* suffers from, in that only four players can race at any one time, hinders this. Maybe we've been spoiled recently, but we really expect at least eight players to be able to line up in any driving title. Collisions can be switched off, which is a godsend thanks to the banana-skins-on-ice handling of the cars - leave it on and newbie racers will incur the wrath of more experienced, serious drivers. There's also the option to eliminate Nitrous use, to stop spawny drivers nicking that win at the last second after taking you out on the previous corner.

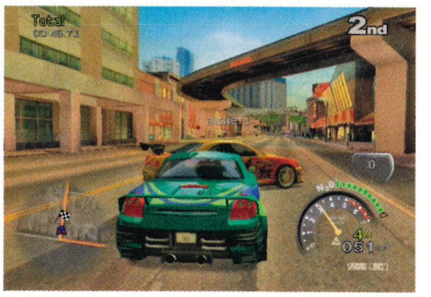
There's nothing radically wrong with *SRS*, aside from the disappointing lack of players. But considering the competition, this can't muster the horsepower to keep up with the pack. Sure all the pretty bodywork and countless track combos are here, but it ultimately lacks the playability of *Juiced*, *MC3* et al to really blow us away.



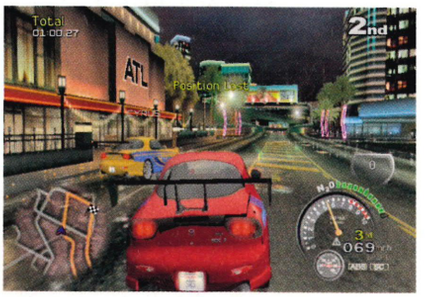
↑ Every online race is a fraught, hotly contested affair.

A DIFFERENT CLASS

When hosting a game, players can limit the vehicles fellow racers use not just to a certain class, but to a specific model. This eliminates coming up against a super-modded beast driven by someone who's put serious hours in, and definitely levels the field. You can also set the minimum and maximum ranking criteria, for the ultimate in matchmaking.



↑ Turn collisions off to save face.



↑ Use your nitrous sparingly and boost ahead.

The Verdict

It's solid at what it does, but the team-based races would have been so much better with more players.

3//5

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WWE Wrestlemania 21

ONLY ON XBOX

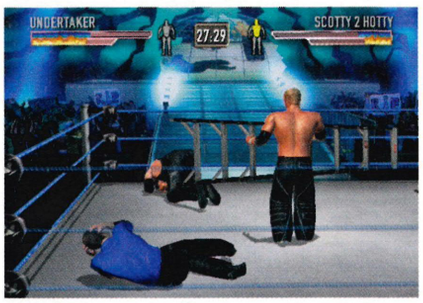
Grease up boys - it's time for an online grapple

Reviewed: Issue 42 | Score: 7.3
Players: 1-4 | Live: 2-4 players

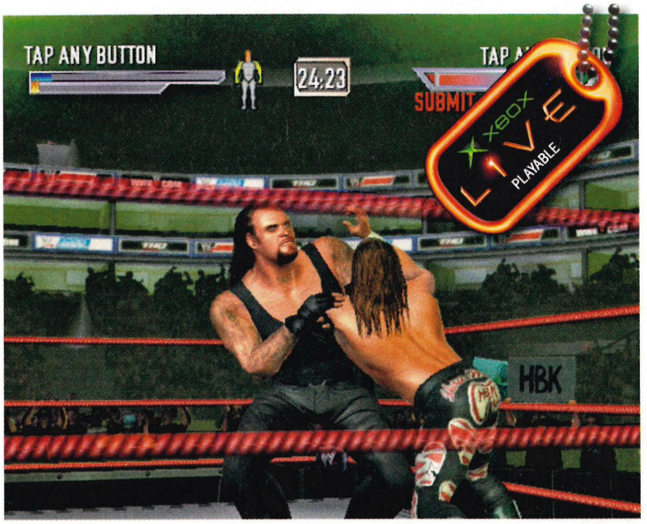
WITH THE EXCEPTION OF *Halo 2* (Issue 36, 10.0), no other game has produced so much frenzied argument and debate on the *OXM* forums as *WWE Wrestlemania 21*. Delayed time after time after time, WWE fans have had a rough ride of it over the past few months, and the worst of it is, after all that patient waiting, the end result is a game that barely manages to be adequate. It's like waking up after the sexiest dream ever, only to find Rikishi squatting over you instead. Grim.

The problem here is that all the technical flaws of the main game - the glitchy combat, the suspect collision detection, the tendency to get stuck on the mat and end up never being able to get up as other wrestlers continually rain blows down on you - are just as present in the online game. If you could put up with these problems offline, fair enough. If you're already sick of endless glitches, Live *Wrestlemania* isn't going to swing your opinion.

In fact, start scraping through the thick, greasy surface of *Wrestlemania*'s Live game and you'll begin to see even more embarrassing flaws. Like the fact that *Wrestlemania* suffers from more than its fair share of lag. It isn't horrendous, but it's enough to start questioning the quality of programming behind it. Especially since, like in *DOA Ultimate*, perfect timing is needed for the counter moves. It's fine when there are just two of you on screen, but chuck in a load of wrestlers and you can say goodbye to reaction-based counters. And secondly, given this is still one of the biggest-selling Xbox games around at the moment, we had a hell of a job trying to find somebody to play. Perhaps everybody got sick of the offline game and decided not to bother with the Live mode either?



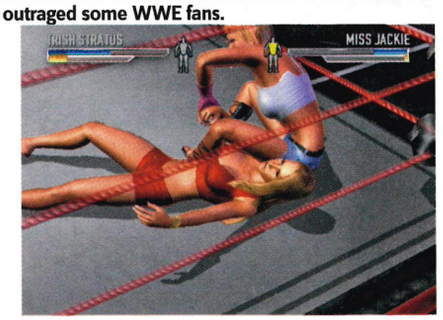
↑ **Quick, while the ref is down - SMACK HIM!**



↑ ***Wrestlemania 21* has outraged some WWE fans.**

↑ **It's all kicking off in there, but sadly not at all on Live.**

CHEAT ALERT!
No one likes a cheater, so here's an easy way to spot someone trying to pull a cheap move on you. If your opponent constantly trounces you in submission grapples - where you have to mash the buttons - chances are they're using a turbo joypad, which to our mind is cheating and wrong. Don't stand for it!



↑ **Insert your own pervy pun here.**

Either way, WWE fans obsessive enough to battle through the flaws should enjoy what's, at the very least, a well conceived (if poorly executed) wrestler at heart, especially the Create a Championship feature, whereby belts designed offline can be fought over across Live.

But for the disillusioned WWE worshipper however, *WWE Wrestlemania 21* Live might be one (obviously fake) slap in the face too many. Fingers crossed for next year's game, eh?

The Verdict

Okay wrestling game, disappointingly average online mode. Hardly the glitz of 'sports entertainment' recreated, is it?

2//5

DIRTY DIVA: MARK ONCE INTERVIEWED TRISH STRATUS. IT WAS A VERY PLEASANT HOUR-LONG CHAT, AND NOW HE'S CONVINCED THEY DEFINITELY HAD A 'MOMENT'

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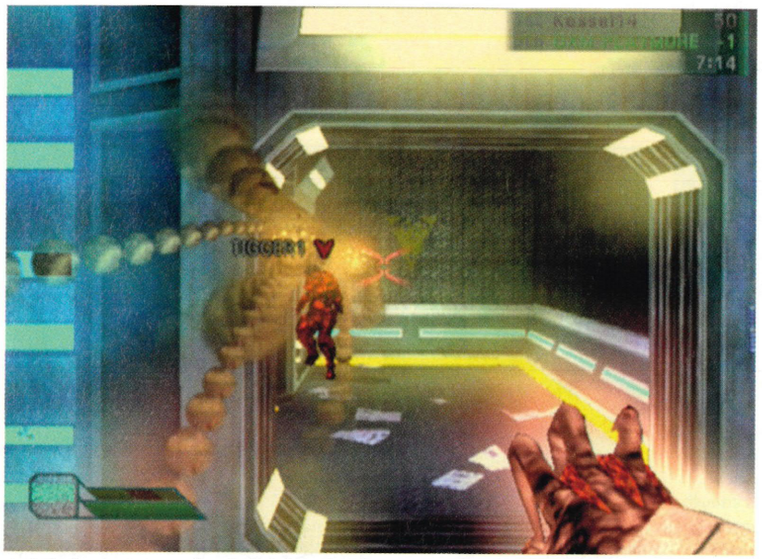

↑ Lob those strange alien balls of snot with your gnarly space fingers. Fun, fun, fun!

↑ If you join a match late you'll have a fight on your hands to gain ground. Grrr.

Area 51

This area contains few signs of intelligent lifeforms...

Reviewed: Issue 42	Score: 7.1
Players: 1-4 Split	Live: 2-8 players
Players: 1-8 S.Link	

IN THE GREAT intergalactic scheme of things, *Area 51* is somewhere up there with the Apollo 9 space crew. Remember intrepid astronauts James McDivitt or Russell L Schweickart? Exactly. We doubt they even remember each other. Well, come a few months, by which time we imagine *Area 51* will have quietly slipped from the charts (at the time of writing, it was holding on for dear life), we suspect its Live activity will be as devoid of life as space itself. Space is hardly a hive of activity, in case you didn't know.

There are five game modes, all themes on the usual suspects, but interesting nonetheless. Deathmatch and team deathmatch are exactly as you'd imagine, as is capture the flag. Then there's 'Capture and Hold', a variation on *Halo 2*'s (Issue 36, 10.0) Oddball, but the most interesting is 'Infection'. One player takes the role of an alien imbued with extraterrestrial strength, who must pass on an infection before he's hunted down and killed by everyone else. Having the alien infection is a little like being a goldfish trying to run the London Marathon for all the good it does, but for the uninfected it makes for good target practice.

Actually getting to the stage where you're running about as an alien or anything else for that matter is partly down to luck. Choosing an Optimatch can plonk you indiscriminately in games that are on the brink of ending, or with people with such a vast lead there's little point in struggling on. There's no choice to which game you join either. A hub displaying all the matches taking place so you could pick and choose would have been handy, but there's no such thing. You just get dropped in and have to deal with it. Charming.

Creating an Optimatch is easy enough, but we found it particularly hard to then entice someone to join us. We like to think it was our fearsome reputation that kept people at bay, but we suspect otherwise. There just weren't enough people playing. When, at last, a match does get underway, the level designs are lifted from sections of the actual game, just with portions cordoned off to form a jury-rigged 'arena'. It's no *Halo*, that's for sure. We can't imagine Master Chief running around casing havoc between an office full of filing cabinets. In fact, much like the game itself, the Live section only covers the necessary bases without ever exceeding itself – a pity when you consider just how long it took Midway to bring *Area 51* to our consoles. It's not that it's particularly bad, but haven't we seen all this so many times before? More creativity next time, please.

GO INTO THE LIGHT, CAROL-ANNE!

Many of the weapons you'll find in *Area 51* are hidden in dark places. Why? Because they're hard to find. However, one weapon (the unusual BFG-type gun) is sitting slap bang in the middle of a beam of light. If you enter it, you'll be spotted straight away so make sure the room is clear before venturing over to nab it.

↑ Fights in office blocks! Oh, joy!

↑ The weapons are annoyingly inaccurate.

The Verdict

Utterly middling. The alien-themed novelty may keep a few amused for a short run, but, ironically, *Area 51*'s a far duller place than its name would suggest.

3//5

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Delta Force: Black Hawk Down

The first 50-player game on Xbox Live. Get in!

Reviewed: Issue 43	Score: 7.0
Players: 1-4 Split	Live: 2-50 players
Players: 2-32 S.Link	

DELTA FORCE: Black Hawk Down might not have been the most engaging single-player FPS, but it does offer a totally unique and very exciting online experience. The most obvious gift is that this is the first Xbox Live game ever to support 50 players. It's a recipe for total carnage...

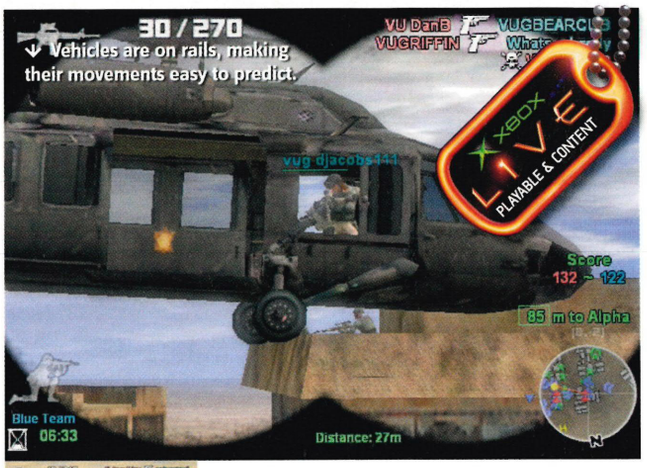
↑ Choppers hold more than 10 players at once.

Facing so many enemies is intimidating when you first enter the battlefield, but it soon becomes huge fun. Snipers perch on rooftops, covering your back as you ready a rocket launcher to shoot down a helicopter packed with enemies. More of the opposing team can be seen storming towards you guns blazing, as your team-mates get blown into meaty chunks. If you get shot or step on a land mine, a medic will hopefully revive you. Action is hectic and non-stop, and you can never be sure where the next attack is coming from.

The only way that NovaLogic can cram in so much action and still avoid lag is by running its own dedicated servers. It definitely deserves credit for stumping up the extra cash to make *Black Hawk Down* a worthwhile experience. We played numerous 50-player games with little lag whatsoever, a remarkable achievement.

Another thing that makes *Delta Force* very special indeed is the focus on community and team games. Taking a leaf out of *Halo 2* (Issue 36, 10.0) and *Rainbow Six 3*'s (Issue 23, 9.4) book, it's easy to set up a squad, create a great-looking logo, a motto and URL, and watch the game track everyones' stats in immense detail. *Delta Force*'s stat-tracking is highly impressive, taking account of every aspect of play, from individual experience, headshots, knife kills, suicides, base captures, double kills and so on.

↑ Always lean around corners, or just make someone else go first.



BLACK HAWK DOWNLOAD

Plenty of downloadable content is already in the works at Novalogic. Although we can't yet confirm whether it'll be free or premium (ie, you'll pay a small fee), we do know that the first downloadable content is a map tentatively called Night Deathmatch. It should be available shortly after release...

While *Delta Force*'s game types are hardly original, they do play very solidly and are helped by the well-balanced map design. You can choose to play deathmatch, team deathmatch, team king of the hill, Search and Destroy, Attack and Defend (like *Halo 2*'s Assault). Flag Ball is especially fun because there's only one flag at the centre of the map. Watching 49 other players trying to get their hands on it is something special. All of the game modes are made even spicier because there are four character classes to choose from. Like *Conker: Live and Reloaded* (Issue 44, 9.0) and *Return to Castle Wolfenstein* (Issue 16, 9.2), you'll want to ensure your team has the right balance of snipers, medics, special ops and heavy gunners. Their strengths and weaknesses are finely balanced so that if everyone decides to play as a heavy gunner, you'll probably lose.

Delta Force is an exciting experience, mostly because of the huge number of players. While it isn't as slick as *Unreal Championship 2* (Issue 40, 9.2) or *Halo 2*, it has enough community-based features to put it up there with the big boys.

The Verdict

Not the smartest FPS ever, but has an excellent range of features and some options. Fifty players make it a must-try!

4//5

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YOU SUXORZ: HAVING RECRUITED A TEAM, IT'S THEN POSSIBLE TO SEND INSULTING MESSAGES TO ANOTHER CLAN CHALLENGING THEM TO A SCRAP

BT www.bt.com/xboxlive XBOX COMPATIBLE

↑ Smash your opponents' cars up while racing and you'll lose more than just respect.

↑ Can't be arsed modding a car yourself? Just hit Y.

Juiced

A fresh and fruity online racing experience

Reviewed: Issue 42 | Score: 8.0 | Players: 1-2 | Live: 2-6 players

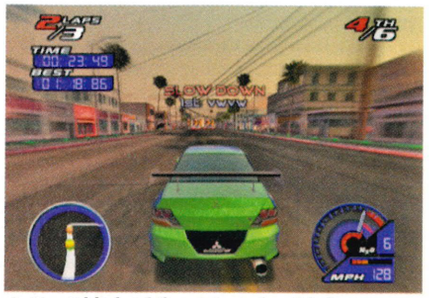
AFTER FINALLY being picked up by the THQ crew, the re-release of *Juiced* back in Issue 42 squeezed every last drop of quality from its original incarnation and delivered a very respectable racer, scoring 8.0. Of course, online play is a given with any street racer worth its salt these days, and thankfully *Juiced* delivers satisfaction like a chilled glass of OJ on a hot day. Tasty.

All the cars from the offline version are present and available to race from the off, brilliantly saving you from desperately trawling through the single-player game (not that that's a bad thing, but this is a Live review) to unlock that souped-up beast that everyone else seems to have. You can only race one class of car at any one time, but as long as they fit the bill, you can – brilliantly – race cars from your Career mode online for that personal touch.

Levelling the playing field, however, is the excellent Auto-Mod feature. You can choose between Standard and Prototype mods to instantly transform a regular car into a tarmac-chewing, BHP-barking, nitrous-spewing beast that's up there with the best of them. And for free too! The top sense of speed is carried over to Live, with the cars handling just as smoothly as in the single-player game.

Game modes are your standard straight-up races, with tons of options to exclude certain mods, and collision options (something we like to see in online driving titles). Another great touch is that you can enter pink slip races online with the cars you collect in the offline career mode – Live one-on-one showdowns where the winner walks away with the loser's car keys!

We would have liked to have seen more players online (if the developer managed six, then surely eight wasn't that hard?), and a greater emphasis on the whole crew/clan aspect carried over from the offline game, but for a solid Live racer *Juiced* is definitely the right flavour.



↑ Don't blink while you're going this fast.

THAT ONE! THAT ONE!

Enter a lobby and you'll actually be able to watch the host flicking between locations, then see him cycle through the track possibilities. We forgot the number of time we screamed at the screen, protesting for them to pick the 'better' ones we wanted to race on (read: easier).

↑ Choose the perfect crew to race with.

↑ First things first – get cool neon lights installed.

The Verdict

Massively comprehensive and plays incredibly smoothly. Tons of tracks and car combos, plus you can race with your personal rides, too!

4//5

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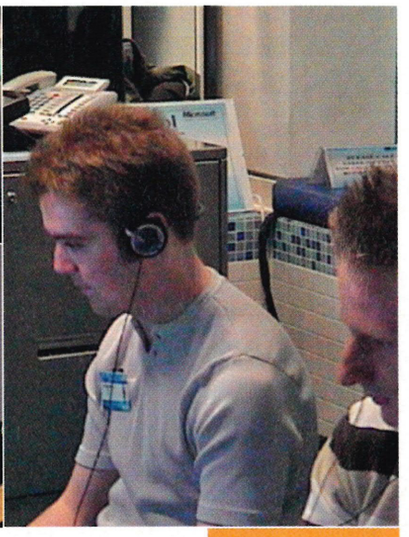
YourShout

Reader events

London goes into Lockdown in an Xbox fansite inferno!



COMMUNITY WEBSITES are often the unsung heroes of Xbox. The dedicated gamers who run them devote hours each week, spreading the word about Xbox Live tournaments, game news and clan battles.

Although it's often a struggle for them to forge strong links with the games industry, Ubisoft recognises their importance and runs regular preview days where the leading webmasters and Clancy fans get a hands-on with the latest games.

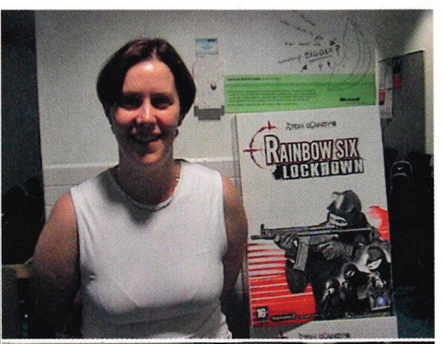
We went along to their latest community event, where *Rainbow Six: Lockdown* was fully playable and looking vastly improved since we last saw it (check out our preview on page 031 for the full story). Among the Xbox addicts attending the event were James Hamilton, director of www.altgaming.net, and his friend David Kyle. "*Rainbow Six: Lockdown* is coming on great", said James. "It's a bit more arcadey and less tactical, but it works really well".

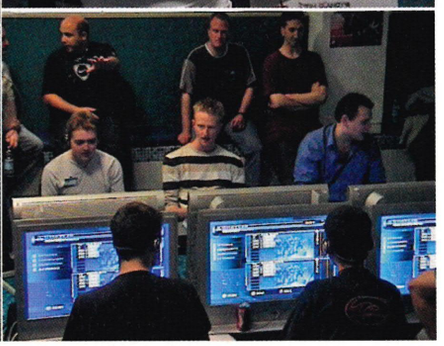
While James had played a lot of *Rainbow Six 3*, David hadn't experienced the Clancy franchise since the original *Rainbow Six* on PC. The series has changed a lot since those strategy-heavy days, so we wanted to know what he had to make of it. "It's really cool to meet other gamers at different skill levels. Once I'd got used to the commands, I was really getting into it. I've never really played a game like it!" Dave admitted.

No stranger to community events, this was the fourth time Lisa Bidder, Bristol-based administrator of www.xboxgamezone.co.uk had come along to preview a Ubisoft game. "I think it's very important that Xbox fansites get to come to these events", she said, "It gives everyone a chance to see if the game lives up to the hype".

Before the end of the event, there was a chance for everyone to prove themselves as the ultimate *Rainbow Six: Lockdown* team. Ben T put aside his rivalries and formed an unlikely dream team with Andy Hartup of *XBM* and Duncan Leigh from *Xbox World*. Several teams of webmasters also formed their own clans, and fought hard to make it to the finals. After some stunning play from the team (Duncan in particular), the games journalists made it to the final, only to be knocked out in a sudden death 41-42 showdown with 'Team C'. Although they wouldn't win any prizes for an imaginative team name, the victors showed great sportsmanship, and each won an advance copy of the game. Well done, you lot!

IF YOU ARE running a major Xbox event or competition, let us know about it! Write to Your Shout, *Official Xbox Magazine*, 99 Baker Street, London W1U 6FP.





LOCKDOWN: YOU CAN READ MORE COVERAGE OF THE RAINBOW SIX EVENT AT HTTP://RAINBOWSIXGAME.COM/UK/NEWSPOST.PHP?ID=11209

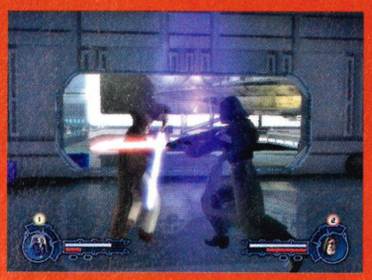
Hints&Cheats

This is the only place you need for all the freshest codes and unlockable extras for the latest Xbox titles. You need never be stuck on a game again!

CHEATS IN MOTION

STAR WARS EPISODE III: REVENGE OF THE SITH
Issue 44, 6.7

Enter the following codes using the on-screen keyboard in the Cheats menu:



↑ Unlock all arenas: TANTIVEIV

↑ Unlock all bonus stages: NARSHADDAA

↑ Unlock all concept art: AAYLASECURA

↑ Unlock all duel characters : ZABRAK

EPISODE III: REVENGE OF THE SITH
Issue 44, 6.7

Unlock all movies: COMLINK
Unlock all powers and moves: JAINA
Unlock all story levels: KORRIBAN
Unlock infinite Force power: KAIBURR
Unlock infinite health: XUCPHRA
Unlock quick health and Force refill: BELSAVIS
Unlock Super Lightsaber mode: SUPERSABERS
Unlock Tiny Droid mode: 071779

SNK VS CAPCOM: SVC CHAOS
Issue 40, 6.0

Play as Shin Gouki: Hold R while selecting Balrog
Play as Demitri: Hold R while selecting Chun-Li
Play as Dan: Hold R while selecting Dhalsim
Play as Shin Mr Karate: Hold R while selecting Kasumi
Play as Wild Iori: Hold R while selecting Kim
Play as Geese: Hold R while selecting Kyo
Play as Goenitz: Hold R while selecting Ryo
Play as Zero: Hold R while selecting Ryu
Play as Mars People: Hold R while selecting Terry
Play as Violent Ken: Hold R while selecting Vega

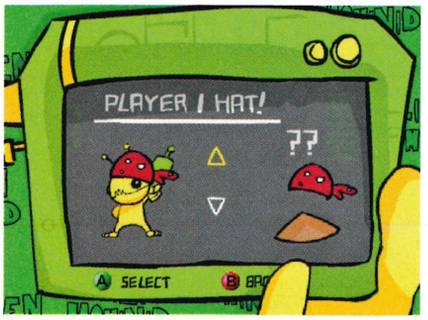
ROBOTS
Issue 42, 5.1

Enter these codes at the pause menu screen:

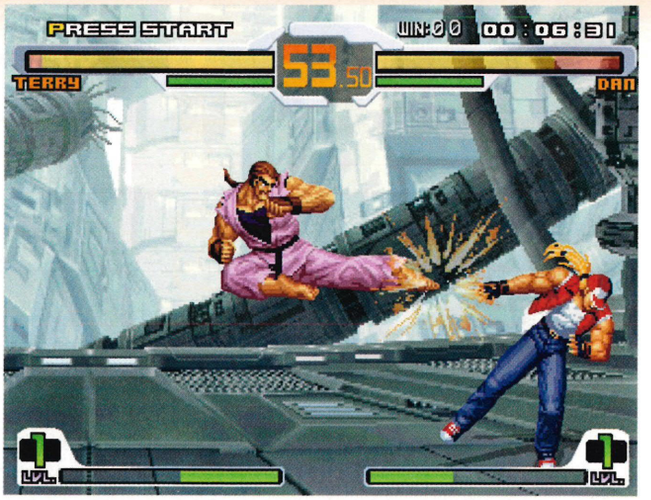
Big Head mode: Up, Down, Down, Up, Right, Right, Left, Right
Infinite health: Up, Right, Down, Up, Left, Down, Right, Left
Infinite scrap: Down, Down, Left, Up, Up, Right, Up, Down
One hit kills enemies: Down, Left, Up, Down, Down, Left, Right, Right

ALIEN HOMINID
Issue 42, 6.0

Pirate hat: Kill Hairy Nanny Daycare on Level 1-1
Curly hair wig: Destroy the "Fish Are Like Plants" building in Level 1-5
Soviet hat: Get to Level 2-1
Diamond tiara: Beat Level 2-2 on Hard



↑ Hominid: now with added HAT POWER.



↑ Pixel nonsense: YOU... WIN! YOU... WIN! YOU... WIN! And so on.

Area 51 hat: Get to level 3-1
Private eye hat: Beat level 3-2 on Hard
Jester hat: Beat level 3-4 on Hard
Blond hair: Beat last boss on Hard

In the Options menu, where you can rename your alien, use the following names to unlock hidden hats for the two-player game: **cletus**, **april**, **superfly**, **goodman**, **grrl**, **abe**, **princess**, **dandy**

SPLINTER CELL: CHAOS THEORY
Issue 40, 9.4

Unlock all co-operative missions: In the profile menu enter the code COOPA22COOL

STREET RACING SYNDICATE
Issue 43, 6.0

Press Up, Down, Left, Right at the main menu for the Code Entry screen, then enter these codes:

1996 Toyota Supra RZ (Arcade mode): SICKJZA
1999 Mitsubishi Eclipse GS-T (Arcade mode): IGOTGST
2004 Toyota Celica GT-S Action Package (Arcade mode): MYTCGTS
Free car repair (Only once per profile): FIXITUP
Mazda RX-8 (Arcade mode): RENESIS
Pac-Man vinyl: GORETRO
Police car (Arcade mode): GOTPOPO
Subaru S202 STi (Arcade mode): SICKGDB

JUICED
Issue 42, 8.0

Unlock all cars in Arcade mode: Enter the code PING at the Cheats menu.

MASHED: FULLY LOADED
Issue 41, 6.0

Unlock all bonuses: At the main menu, press Up, Right, Down, Left, Up, Left, Down, Right, Up, Down, Up, Down

↑ Clancy: Take the PREDICTABLE, EASY route by using EVIL CHEAT CODES.

10-minute Masterclass

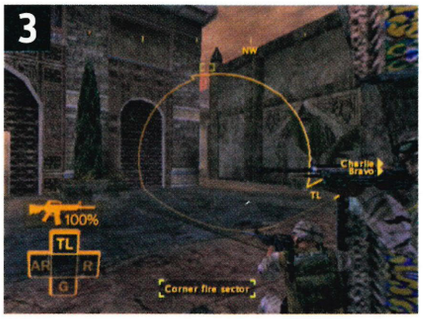
Full Spectrum Warrior: your guide to the two new missions

BEFORE YOU do anything, make sure you've loaded up this month's disc and downloaded the two new missions for *Full Spectrum Warrior*. You can find them in the extra content menu.

Epilogues 1 and 2 will now appear on the Mission Select screen when you load up the full game. They take place shortly after the events of the main campaign, where your unit is attempting to mop up the resistance. All the tactics you've learned will be put to the test, as these missions are extra-tough. But don't stress - here are two quick guides to help you through each...

RADIO FREE ZEKISTAN: This time you're under the command of Colonel John Stark, the man who pulled you out of trouble in Zekistan. Your mission is to destroy the crap out of the Black Brigade's radio transmitter, preventing the spread of evil terrorist propaganda.

DEATH FROM ABOVE: The guards on the rooftops in the opening part of the mission aren't snipers, but they'll still take you out easily. Approach slowly, team by team until you're in range. Or just let rip with a few M203 rounds.



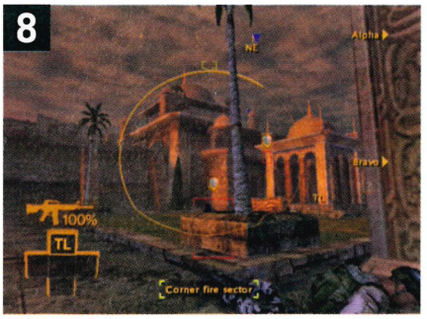
HEAVY METAL: To eliminate the heavy weapons dude, put Alpha team behind cover and set the fire sector to engage him. Then send Bravo to execute a flank maneouver around the building to the exposed side of the sandbags.

OBLIGATORY WAREHOUSE BIT: Proceed through the warehouse with extreme caution. Always use the bounding overwatch to move Alpha and Bravo in tandem at opposite sides of the building. They'll protect each other nicely.

TOO MANY DJS: Once you've reached the transmitter, you don't actually have to do anything other than send the co-ordinates to HQ. Just make sure that Alpha and Bravo are at a safe distance before the bombardment begins.

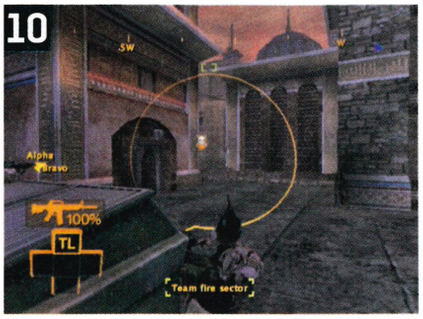
THREE'S COMPANY: Epilogue 2 gives you a third team to control. Charlie team consists of a sniper, who can be a one-man killing machine if positioned correctly. Any exposed enemy, no matter how far away, will be killed with one hit.

HANG BACK: Depending on how you like to play, it might be a good idea to leave Bravo behind at the start of the mission, instead using Alpha and Charlie to back each other up. Bravo will then be fresh for the second part of the mission.



ROCK THE CASBAH: Your first job is to locate the artillery on top of the mosque. Alpha and Bravo will only be able to move to areas that Charlie has cleared out. Send him out on point, but don't forget to back him up.

GOODBYE CHARLIE BROWN: The mosque is especially hard to clear of enemies. Engage as many as you can using Alpha, then send Charlie into the shadows on down the left hand side of the mosque. He'll snipe the engaged enemies.



LONE GUNMAN: The tank column is protected by a sniper on the rooftop at the opposite end of the large open area. Don't send in anyone until Charlie's neutralised the threat. No amount of cover will protect them from the sniper.

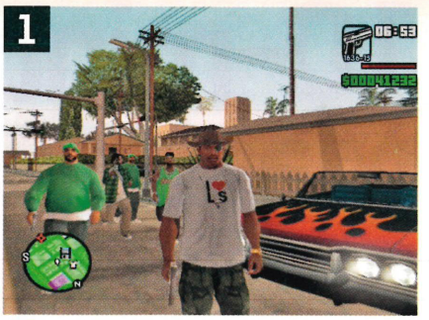
STOP! HAMMER TIME: FULL SPECTRUM WARRIOR: TEN HAMMERS IS COMING TO XBOX IN SEPTEMBER! KEEP AN EYE OUT FOR MORE INFO IN FUTURE ISSUES OF OXM...

10-minute Masterclass

Nineteen things to do in San Andreas before you're dead

WELCOME TO SAN ANDREAS: If you're not already a member of the exclusive Los Santos Most Wanted list, you might be wondering what to do with yourself this summer. We've put together a list of 19 of the best ways to cut loose in Los Santos, San Fierro and the countryside. Hardly any of the excursions on this list are essential to completing the game, but you're guaranteed a good time, and will definitely build up your experience points by doing them.

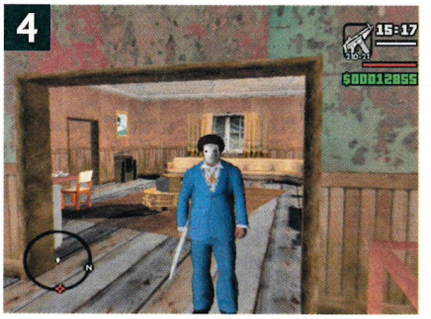
If you can think of anything better to do, video it and send it in to Play:More on the Disc (page 105).



TRICK MY WHIP: Modding is expensive, but there's plenty of opportunity to do it. There are garages in Temple, Playa Del Seville (Los Santos), Doherty, Ocean Flats (San Fierro) and at Come-A-Lot (Las Venturas). You can modify Low-Riders, Street Racers, GT Cars and even regular cars.

COIN-OP: Unlike *Vice City* where you couldn't use the Arcade machines, every single one in *San Andreas* is playable. We recommend a go at 'Let's Get Ready to Bumble', which can be found in Misty's Bar in Garcia, San Fierro.

HIP-HOP HONEYZ: Denise isn't the only girl in *San Andreas*, there are five others to take out on dates. To make progress with them, you'll need to answer their calls, take them out on the town and buy them presents.



TOO SWEET: Make it halfway with any of your girlfriends and they'll give you a token of their affection. Denise gives you her car keys so you can drive the motor in front of her place. At 100 per cent progress, she'll lavish you with a pimp suit.

TRUCKING HELL: Having completed 'Tanker Commander', you'll be able to return to the Flint County Truck Stop to attempt more missions. In some of these you'll have a time limit, while in others you'll have a fragile or stolen cargo.

KING OF LOS SANTOS: Gang Wars is one of the most fun parts of *San Andreas*. You open it once the Doberman mission is complete. See how much of the map you can conquer before moving onto the countryside.

FAMILY GET-TOGETHER: Earn 100 per cent respect and you'll be able to run a ten-man gang! Target any gangbanger with green threads and press up on the D-Pad to recruit him. You'll be hard to kill with ten gun-toting homies at your side.

HONKY TONK WOMAN: If impressing militant nuts is your bag, head over to Ammunation in Blueberry, Flint County. There's a hot-headed chick with a shooting range on top of the building, who'll let you pop a few caps.

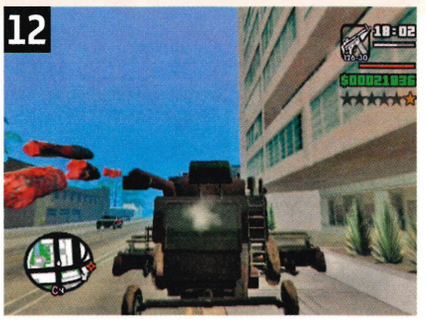
CRACK HEADS: See those dealers hanging out on street corners? They're carrying more green and white than even Ken Rosenbaum can get through in a month. Kill them all and get a big reward, not to mention getting drugs off the streets.

PEOPLE WATCHER: Leave CJ standing around for a couple of minutes and his attention will start to drift. He'll start looking for some booty. It's best not to try this in an area where drive-bys are more frequent than Candy Suxxx video releases.

11

HOT TIP: A great way to earn (or lose) money fast is a visit to the Inside Track betting shop in Montgomery, Red County. Press the Y button by any of the ITB machines inside and you'll be able to back your horse with as much as you can afford. Although the stakes buttons only go up to $5,000, it's possible to push each one as many times as you like. But just like real life, the odds don't guarantee a win, so try not to lose it all in one go! Fortunately, even if you've completed the Against All Odds mission, where you and Catalina rob the place and murder the staff, they'll have forgotten it all on your next visit!

12



REAP WHAT YOU SEW: Although the mission 'Body Harvest' lets you drive the combine harvester very briefly, you can always return to the farm in Flint County later on to get another one. We highly recommend a pedestrian-chopping rampage through Los Santos.

13

AMERICAN WASTELAND: Once you've racked up around 25 per cent bike skill, you'll be able to try out the BMX trial in Glenn Park, Los Santos. See if you can beat our best time of 02:32. Each ring collected gives you an extra ten seconds.

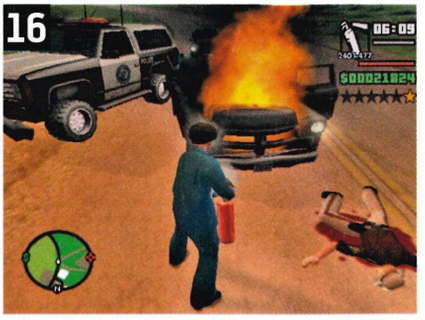
14

BOOMTOWN: No GTA game would be complete without a visit to 8 Ball's Bomb shop. You can find it near the tattoo shop in Idlewood. Drive inside to have your car fitted with a booby trap. Press B to activate the timer.

15

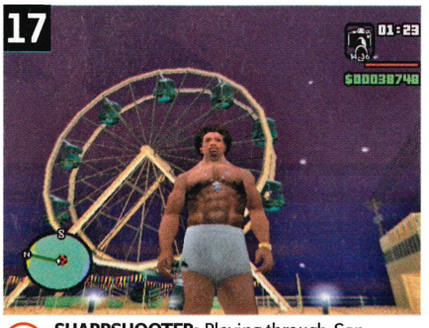
GRASSHOPPER: The Cobra Martial Arts centre in Garcia, San Fierro is home to a Kung Fu master. Listen to Sifu's advice, then give him a kicking to learn some martial arts techniques. If you prefer boxing, pay a visit to the gym in Idlewood.

16



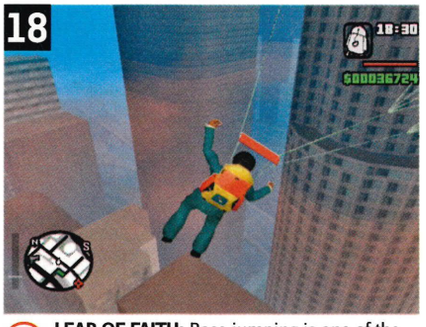
BURNING DOWN THE HOUSE: The fire extinguisher is far from just a gimmick – it actually works! It's worthwhile carrying one around just in case your Low Rider catches fire. If you're quick enough, you can stop it exploding.

17



SHARPSHOOTER: Playing through *San Andreas*, there'll be times you'll wish there was some way of capturing an event for posterity. Take the camera from CJ's crib on Grove Street and you'll be able to snap anything that happens.

18



LEAP OF FAITH: Base jumping is one of the funniest things to try in the game. Head over to the circular skyscraper in downtown Los Santos and look for the yellow arrow by the front door. This'll give you access to the roof and a parachute.

19

SUPER SIZE ME: Although there aren't any real advantages to getting fat, we recommend giving it a go for comedy value. Eat as many super size meals as you can to put on pounds of blubber in just a few days.

BORDER CROSSING: ANOTHER COOL THING TO TRY IS TO SWIM OVER TO LAS VENTURAS BEFORE YOU'RE MEANT TO GO THERE. THE COPS WILL CHASE YOU DOWN INSTANTLY. SEE HOW LONG YOU CAN SURVIVE ON THE RUN

10-minute Masterclass

Making sense of the maelstrom that is Destroy All Humans!

AFTER BLASTING through the fantastic actioner that is *Destroy All Humans!* (Issue 44, 8.4) last month, we felt truly violated, as if we'd recently been 'analysed' by little grey men with an oversized rectal probe. It still hasn't managed to prevent us from spending large amounts of time sitting down for the next week mind you. That's how much time this free-roaming actioner was eating up.

So, we've compiled our top ten tips to help you successfully navigate your way through the game, or just to put some of the ace Havok physics to comical effect. Happy incinerating!

1

BRAINIAC: CITIZEN ABUSE: Gathering DNA is an integral part of *Destroy All Humans!* There are plenty of NPCs wandering around to harvest fresh brains from - hold the L trigger to lock on to them, then hammer B to extract the goods. The brainier the human, the more DNA extracted.

2

ALL IN THE MIND: A great way of sneaking past groups of guards or soldiers on stealth missions is to hypnotise one of them to cause a distraction, commonly by performing a comical jig. Yee-haw boy, dance!

3

EXPLODING AMOOOO: Cows are a great source of reusable ammo, but radioactive bovines are the best. Exposure to illegal government experiments has left them with an unnatural glow, and they'll explode on impact.

4

TIN CAN ALLEY: Often the best weapons in the game are staring you right in the face. As soon as an army truck or a tank turns up, lock on to it and use your PK powers to pinball it into other vehicles, setting off a huge explosion.

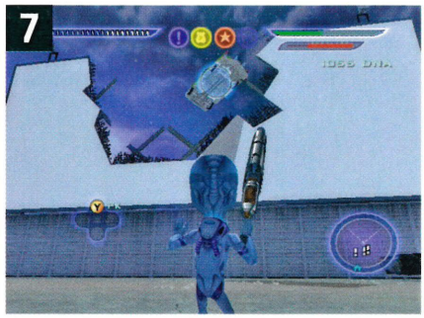
5

JUST A THOUGHT: Assume the disguise of a human by targeting them in your reticule and tapping B. This Holobob effect drains your PK however, so top it up by continually reading the hilarious thoughts of others (target them and hit A).

6

BRAINS ON THE SIDE: Once you've clocked a mission, have a play around with all the side quests on offer. These include timed slaughtering and checkpoint races, and the rewards yield considerable hauls of DNA for upgrades.

7



AUTOMOBILE AIRBALL: An early mission sees Crypto disrupting a drive-in cinema. Forget watching *Plan 9 From Outer Space* (you can do that from the menu), just see how many cars you can toss through the screen with your PK.

8

PUPPETS ON A STRING: Your ship houses several awesomely powerful weapons, one of which is the Abducto beam. Use it to pick up people or vehicles, and then use centrifugal force to fling them into advancing enemies miles away.

9

PROBE-ONO: Can't be, erm, 'arsed' to manually extract brains from live humans? Charge up your anal probe and fire it off, and the human's brains will pop out! Majesco agents are a good bet, being smart and in plentiful supply.

10

MUTANT MADNESS: The government has developed a strain of mutants with alien DNA - they're far more dangerous than Majesco agents. Once they've finished their levitating act, hammer them with your (hopefully upgraded) Destructo Ray.

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Masterclass: Conker: Live and Reloaded

His life revolves around birds, booze and bucks, and the ensemble of unhinged misfits he encounters can out-cuss Ramsey in the potty-mouth stakes - prepare to embark on an anarchic adventure...

ALL HE wanted was a good night and somehow ended up king of the land. How did this happen to a boozing, puking rodent with a grubby vocabulary? Play on to latch, flea-like, onto Conker's 'Bad Fur Day'...

ALL YOU NEED to know in order to get cracking is that Conker can jump (B), hover (hold down B once you have jumped), crawl (hold the right trigger), jump higher (hold the right trigger to crawl before jumping) and crack skulls with a nail-encrusted baseball bat. Other than that, look out for 'context sensitive' pads which, once stood upon, will give Conker new abilities and weapons. Also, chocolate is a squirrel's best friend - Conker can store six chunks in his furry cheeks - a chunk will be lost every time he takes a hit from an enemy or falls a great distance. New chunks are scattered everywhere and will respawn after you've grabbed them (after a few minutes). This guide starts at the second chapter because the first is just a training level and, well, any old !@*$ can do it, right? Anything we think of, we'll slip it into the guide - but for now, onwards...

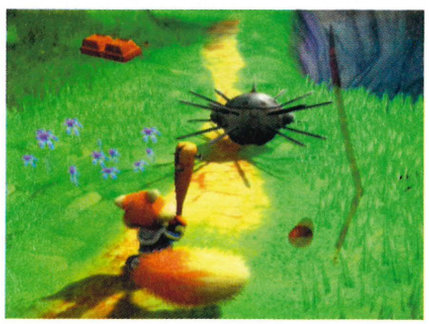
CHAPTER 2
Windy

Now that Conker is suitably sober and ready for a real challenge, this picturesque hamlet forms the hub for many sub-chapters and challenges, some of which involve bouncing on a plant's inflated jugs, or pushing around balls of excrement. You'll soon realise just how strange this game is...

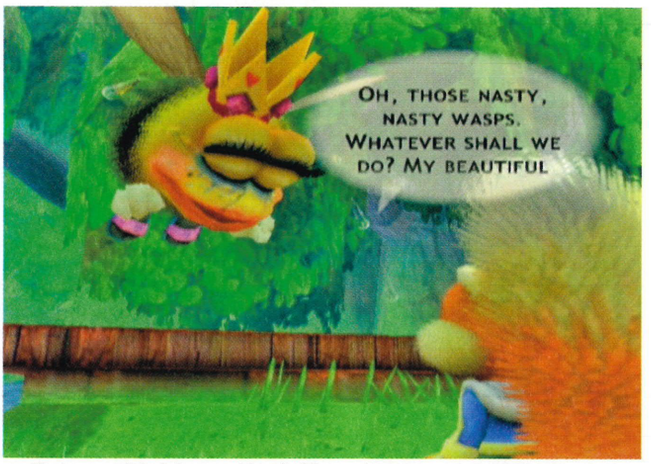
Mrs Bee

You need to retrieve her hive, so head up the left slope and kill the two Tediz creatures to make your journey back, when laden down with the hive, much easier. Pick up the hive in front of the wasp nest and then dash back to Mrs Bee. If the wasps catch up with you, simply rotate with the hive to fend off their attacks. Complete this task and Mrs Bee will reward you with money.

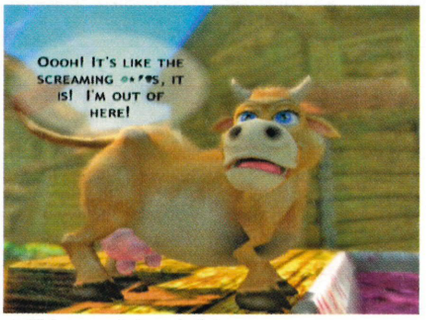
Go over the footbridge and stand on the context-sensitive pad, and use the catapult to pick off the beetles on sentry duty further up the hill. Hit them once and they'll take off and swoop down to attack, so shoot them again before they get too close. You can now choose a path - if you take the left path, read on, if you take the right path, skip to Chapter 4: Barn Boys.



↑ Hit it, retreat. Hit it, retreat... you get the idea.



↑ She's stupid, helpless and her hubby is cheating on her with a plant!



↑ This cow ain't no lady!

Poo Cabin

The cabin is straight ahead when you enter the Stinky Zone - go inside and drop through the hatch. Negotiate the ropes and platforms (either dodging the Tediz or killing them) - if you fall to the bottom, simply jump into the hole to be warped back upstairs. Continue upwards until a passage leads you through to a bullring.

Pruned

Walk to the left of the doorway and you should see a stack of barrels - use these to hop onto the roof of the cabin, and then jump over the rolling balls of dung that hurtle down in sequence. When you've worked out the sequence, avoid the poo and jump up to the giant tap. You should see an arrow on top - run in the direction it points to, turn the tap on, and deposit a stream of prune juice into the trough down below.

Yeehaa!

Go back down to the bull-ring and then stand in front of the target, prompting the bull to charge into it (you do know you should jump out of the way at the last minute, right?) A new door will open and a cow will trot down into the ring. Make the bull charge at the second target and then jump onto its back. You can now steer the bull towards the cow and press B to charge. The cow will drink the prune juice and then start crapping furiously through the grate in the centre of the bull-ring - coax the bull to hit the target again, jump onto its back and steer it into the cow once more. This time the cow will shatter in a mass of fleshy chunks - time to bring in a new cow. Repeat the whole process again for a couple more cows and you should have sufficiently flooded the cabin with cow crap.

Sewage Sucks

Swim through the sewage and hop onto the context-sensitive pad to consume some Confidence Pills. These beauties will give Conker the confidence to dive down into deep water. Swim out into the main area and through the passage you originally entered by. If you surface along here you'll see a hidden room with a wad of money inside.

Great Balls of Poo

When you leave the cabin, you will be given the ball of excrement you were promised, so push it up the high path. Another ball of pong will be served up from the cabin, so go and collect that too, but this time push it up the lower slope. Stop the ball short of pushing it into the cave and then use it to hop up onto the roof of the cave to get some money. When you have done that, push the ball into the cave and you'll open the entrance down at the foot of the hill. To find out what lies inside, skip to Chapter 5: Sloprano.

CHAPTER 3
Bats Tower

Time to grab another poo ball. This time, roll it straight up the main track - at the top you should see a sign saying "No Poo Balls!' - a sure indication that you need to push a poo ball off of the edge! Do so and jump onto the switch to drain the nearby lake. Swim out to the doorway and head through.

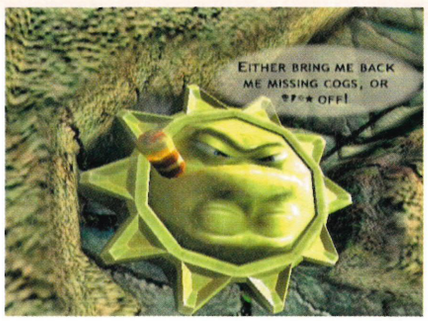
Barry's Mate

Swim down and head through the underwater opening near the Bullfish. When you emerge, talk to the abusive cogs and jump onto the moving platform. Kill the Tediz and then edge your way across the beam. When you reach the context-sensitive pad, wait a second or two before »

DEAD AND MERRIED

It's worth getting Conker killed just so you can see the amusing encounter with Gregg the Grim Reaper. He in turn will tell you that by finding the 'squirrel tails' scattered throughout the land you'll gain an extra chance, or a 'continue', if you prefer.

↑ Roll two of these sticky brown balls up the mountain. Lovely...



↑ There's no time for pleasantries in this game!

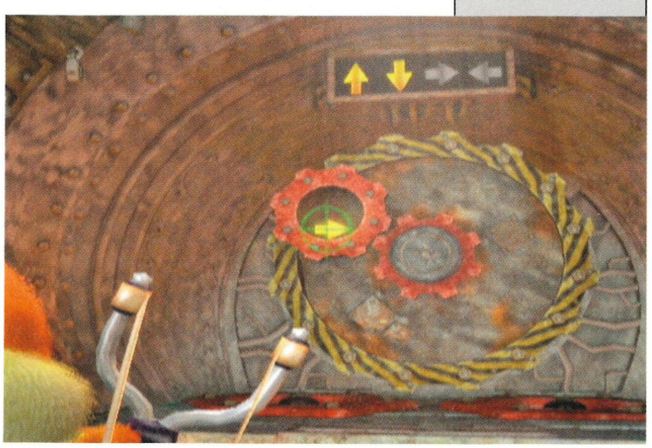
» pressing the B button to flame the incoming bat. Keep scaling the tower and eventually you'll come to a beam leading out towards a lever. Jump across and pull it to open a gate down below, then scale the tower again and jump across the battlements at the top to get some money.

Cog's Revenge
Head back down to the bottom of the tower, club the cog, then insert it onto the position to the far-left of the row. Now jump back into the water and dive down to the left - you should see the gate you opened. Head through and you'll come to an underwater passage populated by two swimming baddies. Swim high along the passage to avoid them and then grab the next two cogs from this area. If you get hit when carrying one back through the tunnel, the cog will revert back to its original position. Once all the cogs are neatly lined up, jump onto the large cog in the centre of the room and run around it in the direction of the arrow to wind in the Bullfish.

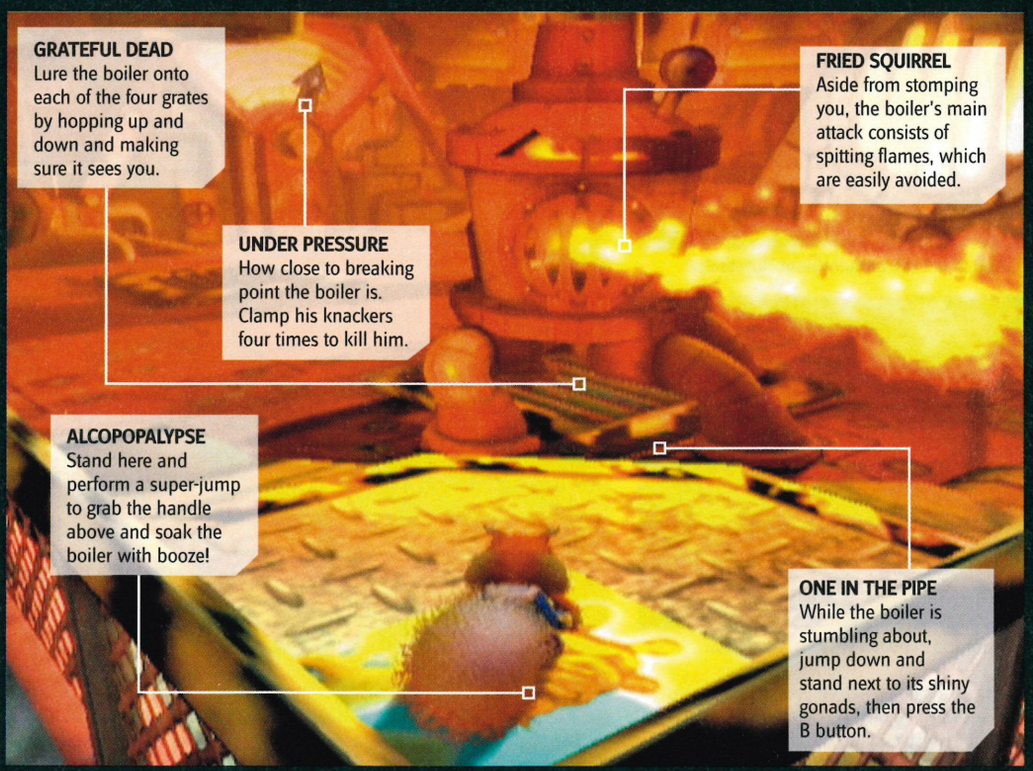
The Combination
Swim back to the jetty and guide the Catfish to the Bullfish (you must dive when you get near the Bullfish to trigger the next cut-scene).

Blast Doors
Stand on the pad that slides out and look at the rotating wheel on the far wall. Above it is an arrow sequence - if you watch the wheel rotate, you'll see arrows revealed at certain points inside the circular window. Use your catapult to shoot each of the four arrows in sequence and you'll open the doors that the cash plummeted through.

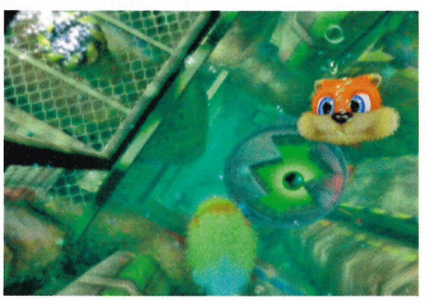
Clang's Lair
As you swim down, be sure to paddle into the bubble cages to replenish your oxygen reserves before diving deeper. Head through the luminous green passage at the bottom of the tunnel - but keep an eye out for some particularly nasty mechanical fish! From there, head through the blue tunnel and then surface in order to pull the lever. Now dive down again and head through the yellow tunnel.


↑ Use your catapult to shoot out the code.

CENTRAL BEATING How to defeat the boiler...



THE WISE-CRACKING MONEY
Stumble across a wad of dosh and you can be sure it'll retort with some choice insults. We especially liked the "Hey, where the !@&* have you been, ya ginger bastard!" quip.


↑ We don't see any fish around here.

↑ So that's how you get the money!

Pisstastic
Go to the barrel underneath the entrance and get tanked up. As you stumble around pissed, press the B button again to unzip your new 'weapon', and start peeing all over the flame creatures. After they have taken some jet, they will be extinguished, although more will replace them. When you run out of wee and stagger around puking, make your way over to the other context-sensitive pad next to the furnace to sober up before repeating the process. After you have extinguished enough flame creatures, they will crank up the big-bollocked boiler.

Bullfish's Revenge
Dive underwater (you swim faster this way) and swim back to the jetty with the Bullfish in tow. Swim next to each of the Catfish to slow the Bullfish down - when you reach dry land, jump onto the Bullfish to reach the money in the tower.

CHAPTER 4
Barn Boys
You can do Chapter 5 before leaving the Pongy Zone, although in the interests of continuity, we'll cover Chapter 4 - which is the right-hand path when back in Windy - first.

Marvin
Go and see the stacked crates straight ahead to learn that you need cheese to get rid of Marvin the mouse. Go to the cheese pen and bring chunks back for Marvin, forcing him to eat so much that he explodes. You can now jump on the crates, so use them to reach the roof of the barn (make sure you jump onto the pipes and head clockwise around the outer ledge first though to get to a squirrel tail). Up there you'll find some money and a pressure pad to open the main door down below.

Mad Pitchfork
Approach the shelf with the paint and brush on »

SQUIRREL FACT #11 THE LARGEST SQUIRREL IS THE TERRIFYING RATUFA, OR INDIAN GIANT SQUIRREL, WHICH CAN GROW TO THREE FEET IN LENGTH. IT HUNTS AND EATS SMALL DOGS AND OTHER HOUSEHOLD PETS. PROBABLY

↑ ...And in the red corner, Giant Haystacks!

↑ Aim for the exposed wires at the join...

» to trigger a battle between yourself and the pitchfork. Draw him out into the main area where the hopping haystacks are, and then position yourself so that there is a haystack in between you and the pitchfork every time he attempts to strike you. If you are positioned correctly he'll take out the haystack instead of you. Repeat this until all of the haystacks have been destroyed and the pitchfork will retreat and try to kill himself!

Sunny Days

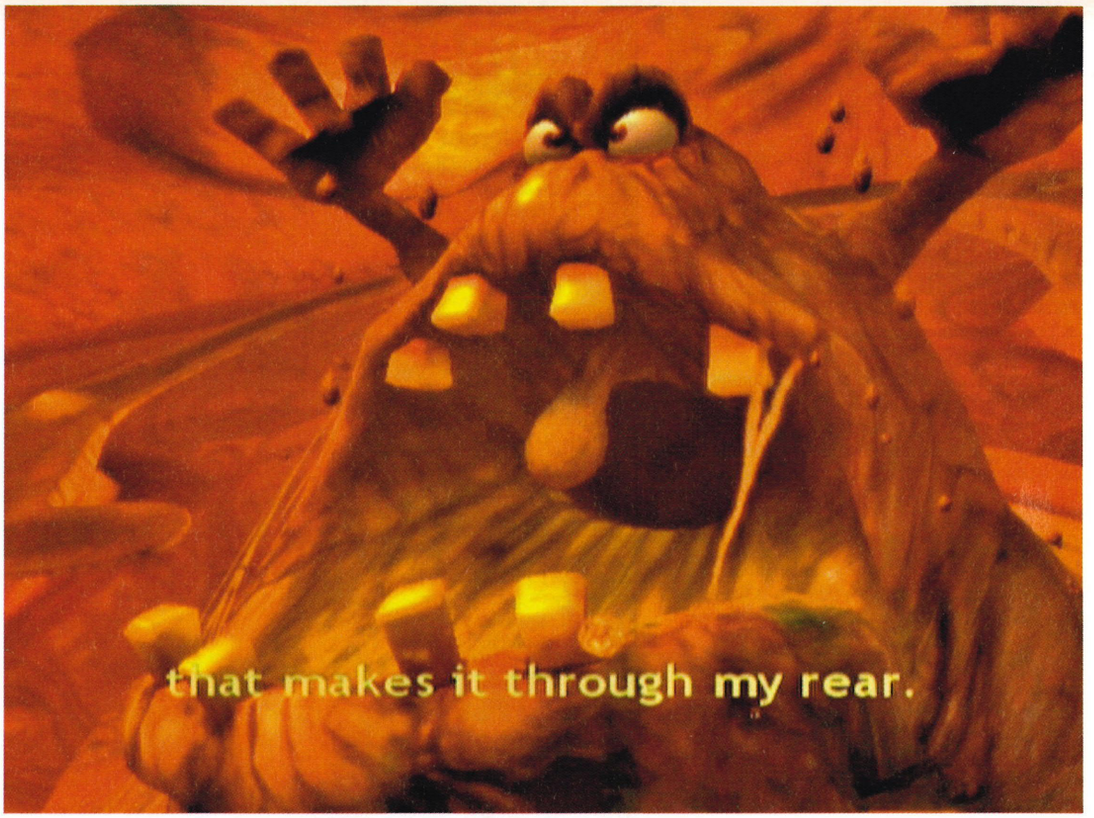
Go outside and speak to Mr Bee, who in turn will alert you to the Sun Flower across the way. Go and speak to the flirty flower before stopping at the area in between Mr Bee and the Sun Flower to speak to the Tickly Bees. Lead these to the Sun Flower. You will need to lead five groups of Tickly Bees to the Sun Flower before Mr Bee can finally get his kicks – and she'll even offer you a bunk-up! Stand in front of the Sun Flower and then perform a super-jump to land on her breasts, which will then catapult you skywards, thus enabling you to reach some more lovely money.

Buff You

Use the bouncing crate in front of the barn to reach the upper entrance and the teeter along the beam inside, flaming the bats along the way. When you reach the context-sensitive pad, aim high and cut the pitchfork's noose. Hop down onto the shelf and then mount the pitchfork on the ground. Get behind the rampaging haystack and then use the pitchfork to lance it. If you get knocked off there are chocolate chunks in the corners of the barn. After several hits on the haystack, the floor will give way.

Frying Tonight

Brown trouser time! The water is rising and you must sever the electrical cables before they can touch the rising water, thus turning the whole area into one giant frying pan! Head to the pillar straight ahead and then climb the ladder behind it. Hop onto the context-sensitive pad at the top and look for the electrical wires. There are three you can



↑ The Poo Monster. Complete with teeth made from bits of sweetcorn. Needless to say, he has a potty mouth!

THE GREAT FRYING PAN MYSTERY

Forums are filled with rumours that Conker can brandish two weapons and switch between them at will. Sure, you do use both the frying pan (from the N64 original) and the nail-encrusted bat, but you only use the pan for a few minutes in the Pan Handled training level. When you take the frying pan to the Gargoyle, as in the original game, he laughs and says the designers changed the training level to fool players into thinking the rest of the game is different, and tells you to try harder, at which point Conker whips out the bat and offs him. From that point on, it's the bat all the way.

↑ Aww, look at the ickle flesh-eating dinosaur! Don't get too attached to him, though!

target from this position (aim for the joins at the top) before swimming to the next tower and repeating the process. When you end up back in the barn, hop onto the monk's stone tablet to be catapulted upwards, and then grab the money you'll find up there.

Slam Dunk

A lengthy climb awaits. Scale the ladders and at the very top you'll come to a diving board. Jump off the end, and then press the B button to transform yourself into an anvil and smack the button down below, which in turn will open the gate in the ravine. Go through the gate and grab the money before leaving the area.

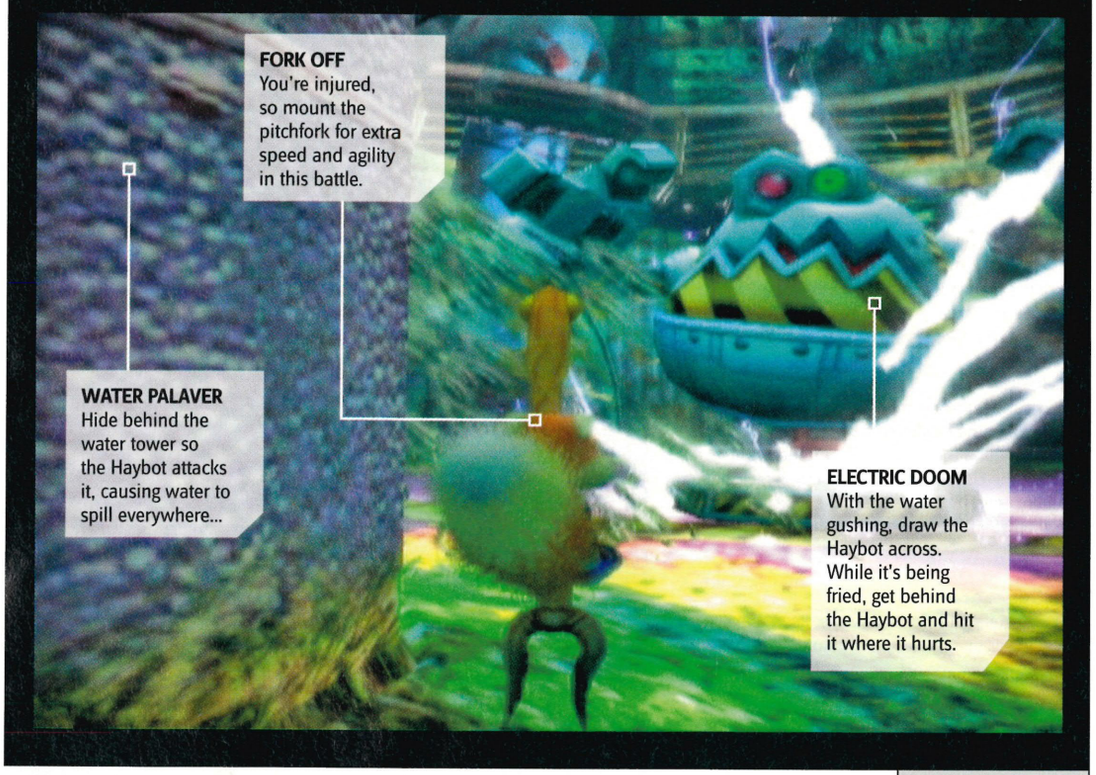
CHAPTER 5
Sloprano

It's time to revisit the Smelly Zone to flush away a particularly problematic stool...

Corn Off The Cob

Dump all the chunks of sweetcorn off the ledges into the sewage pit below, all the while avoiding »

DIE, ROBOT How to defeat the Haybot



» the raining poo balls (keep an eye out for the shadows on the ground).

Sweet Melody
When confronted by the Mighty Poo, stand on the context-sensitive pads and hurl bog roll into his crooning gob. As the song speeds up it gets harder, so time your throws well. When you defeat him, the glass wall in the area will smash, enabling you to reach the money as well as the chain behind it - the latter you can use to flush him away. After that you have to drop down into the pan and navigate the treacherous U-bend.

CHAPTER 6
Uga Buga
When you step into the Prehistoric Zone, use the doors in the temple to get onto the roof and grab the money, all the while avoiding having your heels snapped by the raptors.

Drunken Gits
Take the passage to the right of the stone dino head and then hop onto the giant egg. When it hatches, lead the baby raptor to the worshipping room, stopping to allow it to gobble up all the cavemen along the way.

Sacrifice
Lead your prehistoric pal across to the sacrificial pad facing the dino head, and then stand on the context-sensitive pad. Up to the right is an upwards-facing arrow on the wall - hit this with your catapult to raise the stone slab, and then lure your dino chum onto the platform. Once he's standing on it, quickly run and stand on the pad again, and this time fire your catapult at the downwards-facing arrow on the opposite side to send the slab crashing down on the dino.

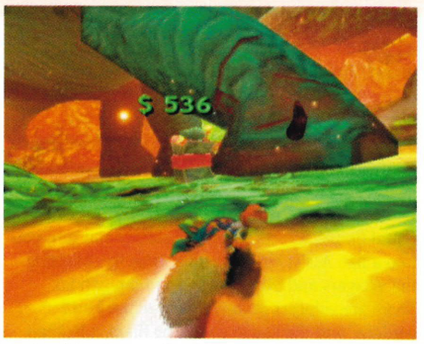
Phlegm
Stand on the stone tablet of the monk that walks out of the stone dinosaur's mouth to be catapulted up on top of its head. Grab the wad of money and then examine the dino's nostrils. When the green smoke isn't coming out, hop into each nostril and sprinkle pepper. One almighty sneeze later and you can go inside the head.

Worship
Head right through the body to gain the caveman's headdress, then go back out and lead the worshippers to the Rock Solid club. Start hitting one of the stone creatures outside and your new mates will bundle in and start helping out. When all of the stone creatures have been reduced to rubble, go and speak to the bouncer to gain entry to the club.

Rock Solid
Go down behind the bar and roll the comatose caveman up the ramp towards the entrance and dump him on the pressure pad. Now go behind the bar and drink from the keg to get tanked up, then stand in front of the caveman dancing in front of the door you just opened and blast him through it with a jet of steaming urine. Take the tonic from the Feel Good station to sober up, then use the platforms to reach the high ledge and roll the piss-stained caveman along to the other pressure pad. Get tanked again and pressure-pee another dancing caveman through one of the new doors to break Berri's cage, then get up there to grab the money.

Bomb Run
Take the left-hand path through the dino head and then, when the bomb has been deposited, use the floating platforms to hop across the lava to the exit beyond - but watch out because if you stay on any platform for too long it'll sink!

BOG OFF!
In the Smelly Zone, climb the ladder opposite the mountain and you'll come to a bridge leading to the Feral Reserve Bank. If you try and cross the bridge it will break and you'll fall into the chasm below. No real hassle, you can climb back out via the rope hanging from one side of the dangling bridge, but overall this is a pointless exercise made worthwhile only for the signposts at the entrance which, in no uncertain terms, tell you that your presence is not appreciated here!



↑ Crashing into a dino is your main worry here.

↑ Die, pointless insect scum!

Mugged
And so begins the most infuriating part of the game thus far. Do a few leisurely laps of the course to get accustomed to it, then press forward on the control stick to speed up and start catching up with the muggers. When you get close, press B or the right trigger to swipe them with your club - don't worry, the collision detection is very forgiving here so if you get close and swipe you should more often than not take them down and retrieve part of your money. Once you have bashed two of the muggers, the course will alter slightly, so watch for the major change. When you've bashed the lot, head up the ramp and grab the money.

Raptor Food
Avoid the raptor's attacks by doing some well-timed jumping and hovering moves, and make your way to the context-sensitive pad in the middle of the arena. From here you will hypnotise the dumb dino and proceed to use him as a weapon to savage the caveman hordes.

Wasps' Revenge
Back at Windy, talk to Mrs Bee again and go and retrieve her nest, again! The creature guarding the main entrance to the wasp's nest has now disappeared, enabling you to go inside. Kill all the enemies on the walkway (this will make your escape infinitely easier) and use the hive-gun to take down the wasps.

Mr Barrel
Now that you have the $2,110 to give to Mr Barrel, head up to the windmill and steer him back down the slope to clear a route to the next area.

CHAPTER 7
Spook
Welcome to the horror-themed zone in *Conker*. In a clever enhancement on the N64 original version of this game, Conker will now be decked out in full Van Helsing gear, as seen in the recent rubbish horror film. »

SQUIRREL FACT #21 GAV SAW A SQUIRREL IN HIS GARDEN THIS MORNING. IT WAS GOING MENTAL AND RUNNING ROUND AND ROUND A PLANT POT! YOU DON'T SEE THAT EVERY DAY! UNLESS YOU LIVE ON A SQUIRREL FARM!

Mr Death
Wade into the blood lake and head left into the tunnel. Pull the lever and then swim across to speak to Gregg the Reaper, who'll give you a gun. Head through the gates and you'll meet a bunch of undead, so try out your new shotgun, which just so happens to be a laser-sighted one!

Count Batula
Count Batula will reveal your ancestry and turn you into a bat. Assist him at feeding time by collecting the villagers and dumping them in the grinder. There are villagers in the hallway, library and gardens, and the key to capturing them is to keep moving to avoid their projectiles while showering the ground with stinking bat guano. When you hear them squeak, swoop down, pick them up and take them to their doom.

Zombies
You need three keys to open the front door. The first is in the ceiling in the dining room - get there via the library (hop onto the middle shelf and shoot down the bats). The second key is in the centre of the garden (only accessible after you've placed the first key in the door), once you have placed that, head upstairs and go left into the grinding room. Climb the ladder and jump up to the lever, which will open a passage under the stairs - head through it to reach the final key.

Mr Barrel
Steer the barrel down the slope to the graveyard and stay on until you're able to use it to ride upstream in the blood lake and reach the cave. Head in, grab the money and then take a leap of faith to wind up back at Hungover.

CHAPTER 8
It's War
As the cutscene so forcefully states, it's war! If you look closely at the front page of the newspaper you'll see references to Mr Bee's 'love triangle' and 'Uggas Die in Boulder Tragedy'! Also, fans of the original N64 version may notice that the electric eel element of restoring power to the base has been taken out. What's the matter? Are we Xbox gamers not hard enough to manage some sparky sea snakes or something?

Power's Off
Head to the army base in Windy - once you're there, go right and use the ladder to get down onto the beach to pull the power lever. Now head back up and push the metal crate so that it is blocking the top of the steps leading down to the boat. Head up the hill above the doorway you entered by and knock on the toilet door.

TNT
You need to position two TNT-carrying bugs either side of the plane wreck, so guide them past the respective hazards, then stand on the context-sensitive pad opposite and ignite the fuses.

The Assault
Take cover behind the metal girder joints that litter the run-up to the bunkers. You'll see more troops huddled behind them, but their numbers will diminish the closer you get to the bunkers. When the enemy gunfire stops, run to the next one and so on. When you reach the bunker, shoot the lock and head inside.

Sole Survivor
As you negotiate the laser passage, keep one eye on the ceiling as enemy troops tend to drop down from the vents.

Casualty Dept
Don't be fooled into thinking that any one lever will save the prisoner in the electric chair - he'll fry whichever one you decide to pull!

Saving Private Rodent
Use the laser cannon to mow down the Tediz troops and then save Rodent from the firing squad. Lead him down the passage to the right and use him as cover when the spider mines charge at you. When you reach the large doors, head down to the water and jump into the dingy, then, using your bazooka, blast each of the four orange locks on the door. You will have to break off momentarily to gun down the Tediz paratroopers.

↑ We missed how they tied this guy into the plot...

BITS OF WIT...
Among all the toilet humour, gratuitous gore and ceaseless swearing, here are some titillating treats that really stand out...

THE POO SONG
Do battle with the Mighty Poo inside the dung-beetle's lair and he'll serenade you with this chortlesome chorus - all the while hurling balls of freshly-rolled excrement at you. Charming!

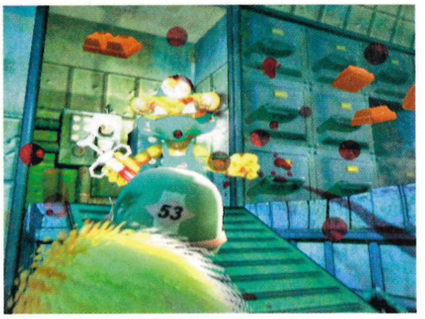
COG GETS BUGGERED
Once you wind-up the Bullfish by turning the cogs in the tower, the small female cogs will get their revenge on the obnoxious cog by placing him in a compromising position on Mr Big Cog - not that his camp alter-ego minds!

IT'S COMIN' UP, IT'S DARE!
The Rock Solid club is packed with prehistoric acid casualties, but funnier still, if you leave Conker alone for a minute, he'll start 'havin' it large', throwing all sorts of flipped-out Nathan Barley moves.

BANJO'S BLOCK-OFF
We like it when developers are able to laugh at themselves. Hence, the sight of Banjo Kazooie's head impaled on a plaque above the Live option in the main menu tickled us more than it probably should have.

↑ We guess it's war, then.

↑ Tediz, gun; gun, Tediz.



↑ We don't care for his bedside manner.

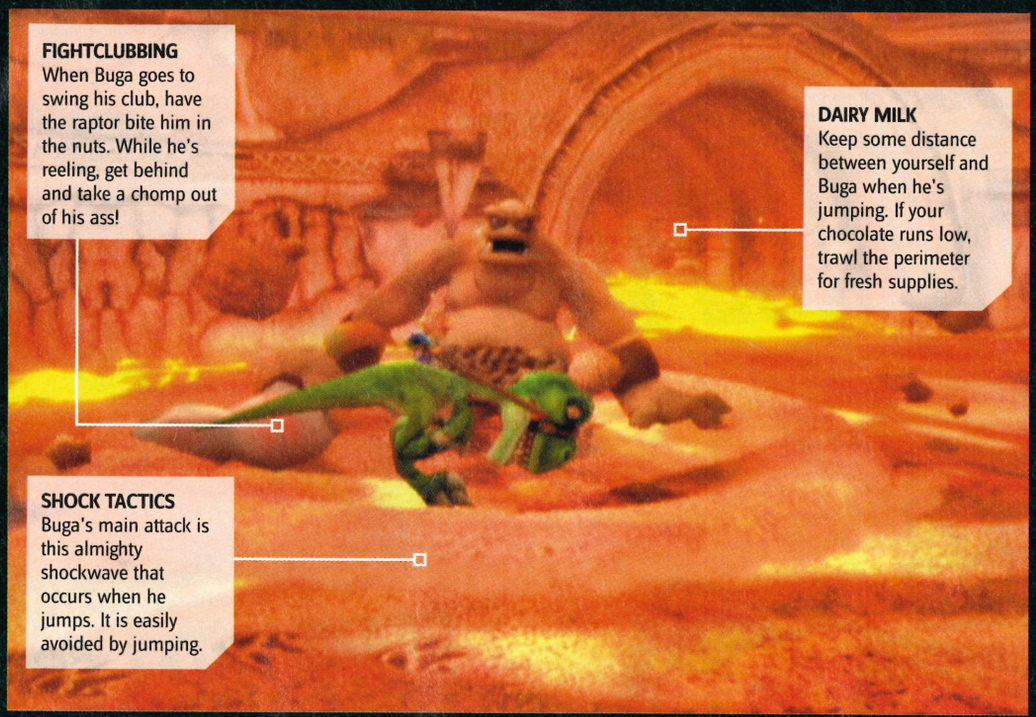
The Tower
Climb into the tank and blast the door with the radioactive symbol on, then go inside to open the gates. Beyond the gates lies the tower. Avoid its spotlight and jump over the goo to lower the bridge before returning to the tank and driving it across. As you drive around the tower, you need to shoot the four striped blocks at the base to topple it.

Little Girl
This is a straightforward battle - there are three cave-like bunker things scattered around the area and behind each one is a small pier leading out to a context-sensitive pad. Whichever pad is glowing, head out to it, equip the bazooka and then blast the sub when it surfaces to fire a missile.

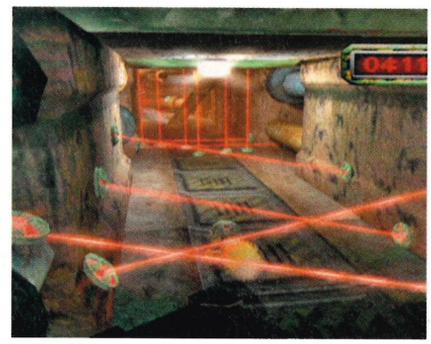
The Experiment
Run to your tank and shoot the mechanical monster's miniguns. When it walks menacingly towards you, shoot the little girl off of its hand and then blast the weak point on its back when it turns to pick her up. After this, the creature will draw two more weapons, so repeat the process, taking cover in a bunker if you need to restore health.

The Countdown
In one last act of spitefulness the little girl will »

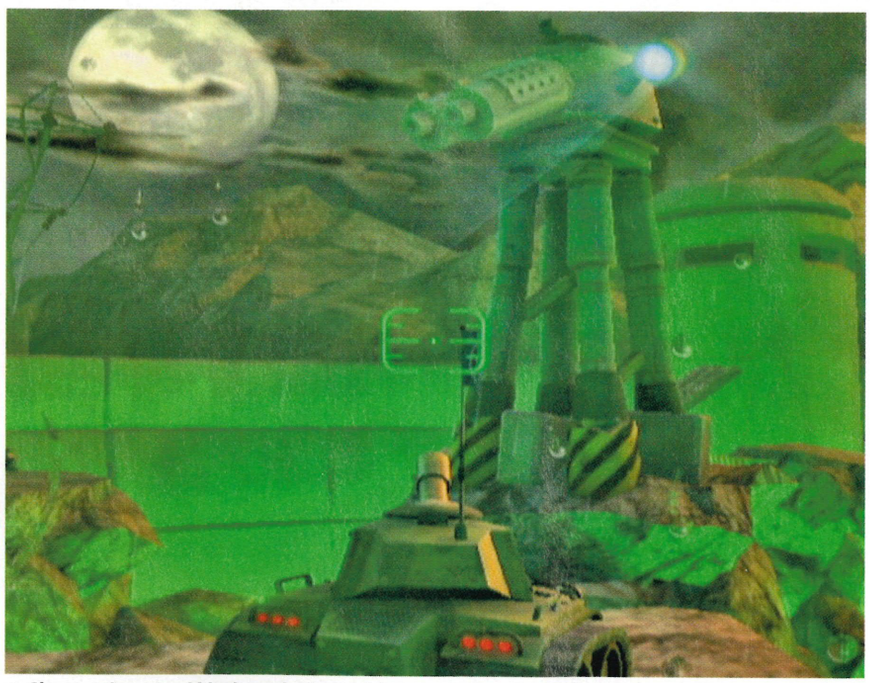
FAT FIGHTERS How to defeat Buga the Nut



↑ It's the cute ones you need to watch out for.


↑ Health is precious here, so take your time.

↑ Why didn't Ripley try this form of pest control?


↑ Shoot at the striped blocks at the base of the tower to put it out of action.

» start a detonation sequence that will ultimately bring the whole base crumbling down - you have four and a half minutes to get out of there. Drop down the hole, race through the laser fences and get back to the beach before the island blows.

CHAPTER 9

Heist

Back at Windy, things have taken a turn for the worse. Mrs Bee has been crushed by falling masonry and the landscape is littered with parts of the obliterated windmill.

The Windmill's Dead

Head up the hill to where the windmill once stood (no worms this time) and talk to Rodent before dropping down into the ruins.

Enter the Vertex

Take cover behind the pillars - when you hear the guards shout "regroup!", press the B button to cartwheel out in bullet time, which is slow enough for you to aim and shoot the moving guards before you hit the ground again.

The Vault

The alien has three forms of attack - a jumping tail-swipe (most common), a lunging bite, and a full-on charge attack. The best tactic is to stay close by, forcing the beast to do either the tailspin or the lunging bite attacks. To defend against either, simply tap the B button to hit your jets and hover to evade them. When you land, get in close and keep tapping the right trigger to perform a punch combo. Provided you get in enough hits in quick succession, the alien will soon fall to the ground stunned. When this happens, walk behind it close to its body, and you should automatically grab hold of its tail. Start rotating the left thumbstick to swing the beast around and then rotate the camera with the other stick to line yourself up with the airlock. Once the alien has picked up speed and is no longer dragging along the ground, press the Right trigger to release your grip and send it flying through the airlock. You will need to repeat this process three times to banish the bitch into outer space - once you've done that, you'll have completed the game!

TAIL LOCATIONS

Windy
Behind the sign at the foot of the winding slope.

Barn Boys
When you've drained the water, you'll open a gate below the Barn. Also, negotiate the ledge around the barn roof.

Cat's Tower
After talking to the Catfish, swim downstream and jump behind the first waterfall.

Sloprano
After defeating Poo, jump down into the area he occupied and through the door.

Uga Buga
Jump onto the monk's stone tablet to be catapulted onto the stone dino head, then head towards its back.

SQUIRREL FACT #31 NEVER FEED A SQUIRREL BY HAND. SINCE THEIR EYES ARE ON THE SIDES OF THEIR HEADS, THEY CAN'T SEE IN FRONT OF THEIR NOSES, SO THE LITTLE BUGGERS WILL EAT YOUR FINGERS ALONG WITH THE NUT, WITH THEIR SHARP, POINTY TEETH

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www.officialxboxmagazine.co.uk
EMAIL: staff@futurenet.co.uk
TELEPHONE: 020 7317 2612
FAX: 020 7317 2630

99 BAKER STREET, LONDON, W1U 6FP

STAFF
Editor: **Gavin Ogden (020 7317 2473)**
Deputy Editor: **Mark Robins (020 7317 2612)**
Production Editor: **Dan Geary (020 7317 2447)**
Producer: **Ben Talbot (020 7317 2477)**
Art Editor: **Phil Madge (020 7317 2474)**
News Editor: **Ben Lawrence (020 7317 2443)**
Reviews Editor: **Andy Irving (020 7317 2475)**
Acting Deputy Art Editor: **Michael Francis (020 7317 2441)**

CONTRIBUTORS
Writing: **Steve Brown, Ryan Butt, Gary Cutlack**
Subbing: **Rob Woodcock** Photography: **Dave Caudery**
Illustration: **Joe Roberts** Design: **Curtis-Phillips Cozier**

ADVERTISING AND MARKETING
Head of Advertising: **Duncan Ferguson (020 7317 2603/07770 648500)** duncan.ferguson@futurenet.co.uk
Marketing Manager: **Becky Lindon (020 7317 2414 /07803 202477)** becky.lindon@futurenet.co.uk
Senior Sales Executive: **Chris Thom (01225 788123)** chris.thom@futurenet.co.uk
Sales Executive: **Stuart Harris (01225 732221)** stuart.harris@futurenet.co.uk

MANAGEMENT
Publisher: **James Ashton (020 7317 2470)** james.ashton@futurenet.co.uk
Publishing Director: **Mia Roberts (+44 (0)1225 822531)** mia.roberts@futurenet.co.uk
European Brand Manager: **Emma Parkinson (+44 (0) 7766 508897)** emma.parkinson@futurenet.co.uk
Business Manager: **Claire Morgan (+44 (0) 1225 442244)** claire.morgan@futurenet.co.uk
Global Brand Manager: **David Barrow (+1 206 4231921)** dbarrow@imaginemedia.com
Circulation Manager: **Ron Kelly**
International Licensing Director: **Simon Wear (+44 (0) 1225 442244)** simon.wear@futurenet.co.uk

PRODUCTION
Production Co-ordinator: **Charlene Vaughan (+44 (0) 1225 442244)** charlene.vaughan@futurenet.co.uk
Commercial Buyer: **Colin Polis (+44 (0) 1225 442244)**

SUBSCRIPTIONS AND BACK ISSUES
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CSL Limited
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Marketforce (UK) Ltd, Low Rise Building, Kings Reach Tower, Stamford Street, London, SE1 9LS **020 7633 3333**

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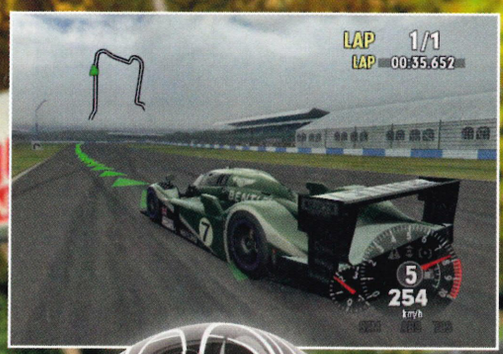
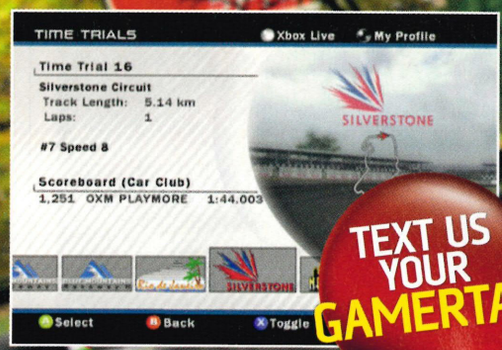
Skive With LIVE

Win BIG* in our new monthly Xbox Live challenge

* The word 'big' is used subjectively. What's big for an ant might not necessarily be quite as big for your average 20-stone gamer, right?





TEXT US YOUR GAMERTAG

Yep, it's that time again! Time to bunk off school early and join the nation as we go Skive with Live bonkers!

Last month, we asked you to show off your driving skills in the excellent *Forza Motorsport*, and you duly obliged in your millions (figuratively speaking). In fact, so amazing was the response that we decided that one *Forza* challenge wasn't enough. What this competition needs is more *Forza*, so if you missed out on last month's contest, here's your chance to make *Forza* history. (And don't worry if you haven't got *Forza*, we'll do something different next month, by which time you'll probably have it and be really good at it, but, hey, that's life.)

THE CHALLENGE

In honour of the British Grand Prix we want you to burn it round Time Trial track number 16, Silverstone, using the default car only. The use of driving aids is fine, but remember, real men do it without funny coloured arrows on the road. Our best time so far is an adequately sexy **1:44.003**

WHAT YOU'VE GOT TO DO

It's simple, really. Just text **OXM TAG** followed by your Gamertag to **84070*** (please make sure you enter it correctly and double check you've got space on your Friends list first!) and we'll send you a Friends request to join the *Forza* challenge. Race like a demon, and the person with the best time as of 5pm Monday 08 August is declared the winner! Easy!

WHAT YOU WIN

Respect! And lots of it. Plus, we'll also send you a brand spanking new copy of any Xbox game of your choice. So what are you waiting for? Get texting in with your Gamertag, start skiving with Live and you could soon be the envy of every *OXM* reader... in the UNIVERSE!

FORZA MOTORSPORT

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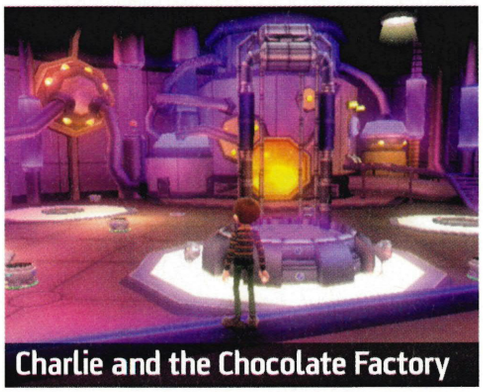
Next Month
Official XBOX Magazine

Reviews Bringing you the biggest Xbox reviews first!

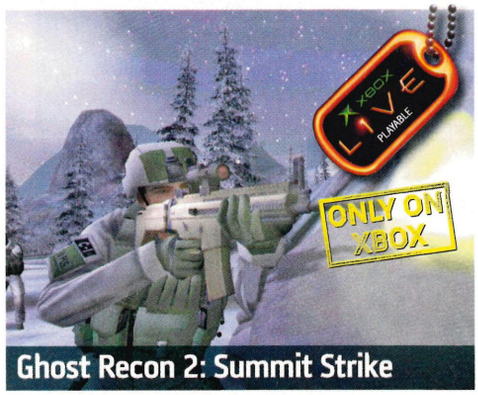
Fantastic 4

This summer's biggest action flick comes to Xbox. Will it be a *Spider-Man* beater, or a fantastic flop? Full review next issue.



Charlie and the Chocolate Factory

Sweeter than a dozen boxes of Milk Tray, can the game match up to the manic Tim Burton version of the Roald Dahl story?



Ghost Recon 2: Summit Strike

More than an add-on pack, just shy of a full-blown sequel, we'll have a review of the *Ghost Recon 2* spin-off next month.

The Incredible Hulk

More comic book capery as the big green one arrives in our full review. Expect some extreme anger.

MOTOGP: URT 3

It's the game that kick-started Live and a million fans of two-wheeled racing. We'll have the full review next month.

Kingdom Under Fire: Heroes

Extreme action strategy of the fantasy variety in the sequel to one of last year's finest Xbox games.

Previews The hottest new games before anyone else!

Peter Jackson's King Kong

Be the first in the world to see what Kong looks like, as we exclusively reveal him to you next month!

Mortal Kombat: Shaolin Monks

Find out why this is going to be the bloodiest and most violent *Mortal Kombat* yet. You will puke: guaranteed!

The Matrix: Path of Neo

See how much deeper the rabbit hole goes as we catch up with all the latest progress of this monster movie tie-in.

Ultimate Spider-Man

Not to be outdone by the Fantastic 4 or the Hulk, Spidey's back with an adventure to make comic fans weep with joy.

Half-Life 2

The Xbox version of the greatest game ever made is being finished RIGHT NOW! Read all the latest news next month.

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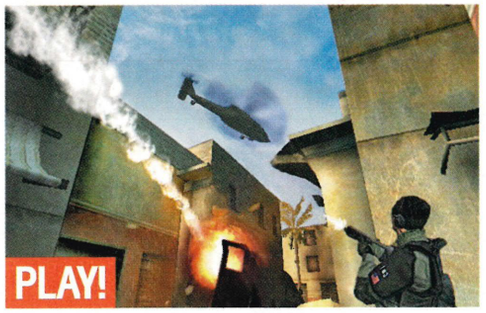
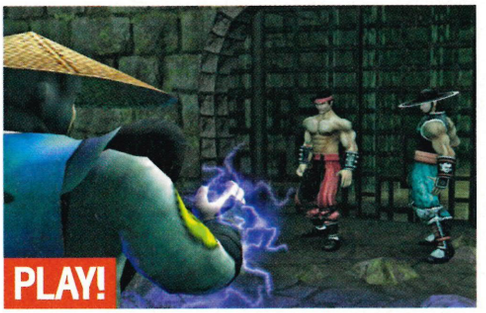


Tom Clancy's Rainbow Six: Lockdown

Ding Chavez's crack squad of counter-terrorists are under attack. Lead them to victory through one intense mission. Control brand new members of Rainbow Six!

Fahrenheit

Play this new breed of interactive movie, only on our game disc. It's the distant future and mysterious forces are plunging the world into a new ice age. Amidst all the chaos, a serial killer is on the loose too.

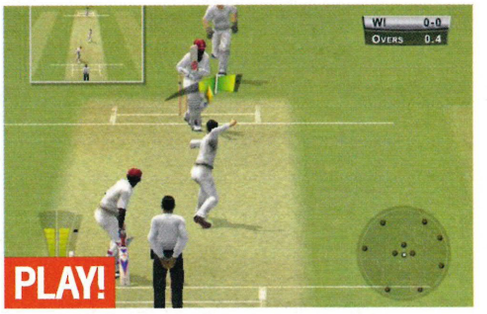


Mortal Kombat: Shaolin Monks

Travel back to the era of *Mortal Kombat II* as Liu Kang and Kung Lao oppose the mighty Shao Kahn in Outworld. Take on a bloody mission set in Goro's lair and defeat the sadistic killer Baraka at the end.

Evil Dead Regeneration

Having been locked up in Arkham Asylum for the past couple of years, Ash is on the loose again with a new, half-deadite companion. Get out your boomstick and chainsaw, and hack your way through one insane level.



Brian Lara International Cricket

The top nations in cricket go head to head in this authentic simulation. Can you lead the England team to test match glory? Hit as many runs as possible and don't get bowled out for a golden duck!

The Incredible Hulk: Ultimate Destruction

Compete in our massive competition where you can win mega prizes for reducing the city to rubble.

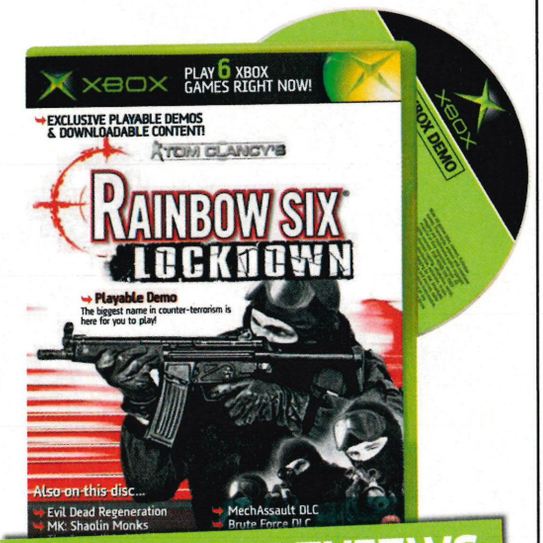
EXTRA CONTENT

MechAssault
A huge selection of new multiplayer maps including Hell's Kitchen, a fiery volcanic world; and Stone Cold, a frigid, snowy environment. Also play using the new downloadable mechs, Raven and Corvus.

Brute Force
Three massive new missions to download. Play Cerulean and pit your Deathmatch skills against others, or try the campaign mission Lockjaw, where the team must investigate a distress signal from a remote research base on Estuary? Finally, the Prisoners Lament Squad Deathmatch takes place in an abandoned camp on the Caspian Sea.

Counter-Strike
Two downloadable missions for you to play System Link against your buddies. Can you conquer the new Office and Inferno maps?

Pariah
Play all of the best custom-built maps from our *Pariah* competition!



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Dead or Alive 4
You won't believe your eyes when watching this incredible in-game footage.

The Outfit
Ultraviolent World War II action on the Xbox 360.

NBA 2K6
Could this be the most realistic basketball sim ever? New Xbox 360 footage!

TimeShift
Matrix-style action with a time-bending twist.

Gauntlet: Seven Sorrows
This classic returns with online co-op play. Fantastic in-game footage!

LA Rush
Conquer the highways, smashing and crashing into everything in your way.

Heroes of the Pacific
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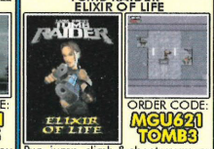
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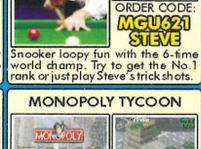
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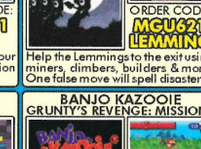
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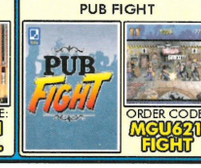
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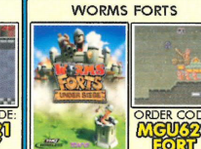
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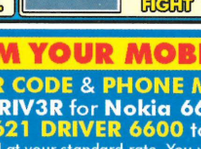
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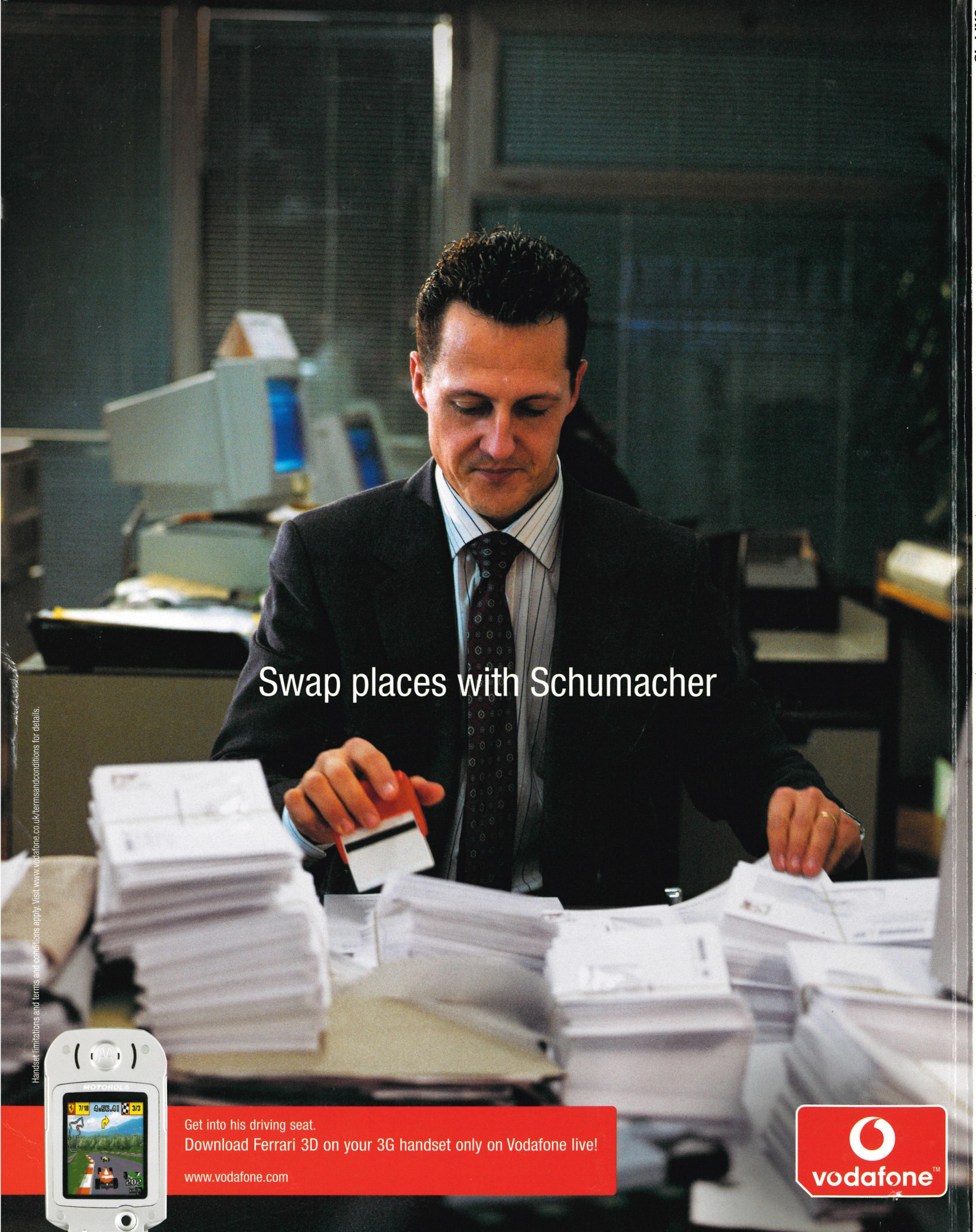
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